Book of Secrets

https://discord.me/taintedgrailtts

BoS

3

The cage is made of filigree wyrdstone lattice, but you have no doubt it is strong regardless. You see some racks with exotic weapons behind it, and beyond that: a pen with giant thunderbeaks, restlessly pecking at each other.

A couple of four-armed warriors float through the wyrdness not far from the cage.

- **Try to shatter the cage** (requires 3) – gain the **"Sabotage"** part **1** status, go to Verse 519.
- **Try to bend the weapons** (requires 3) – gain the **"Sabotage"** part **2** status, go to Verse 519.
- **Try to scare away the giant birds** (requires 3) – gain the **"Sabotage"** part **3** status, go to Verse 519.
- **Assault the enemy soldiers with deadly powers** (pay 5 Magic) – gain the **"Sabotage"** part **4** status, go to Verse 519.
- **Finish this dream** – go to Verse 61.

5

Go to Verse 405.

7

"And what does it look like?" she asks, piecing a delicate glass alembic together. "Everyone out there claims this or that part of Avalon. Well, THIS part is mine."

She carefully places the alembic on the table and turns to you.

"This whole end-of-days plague thing was enough of a distraction from my work. I need a quiet place to restart my projects. Although your presence seems to indicate I have failed..."

- **Ask her why she feigned her capture** – go to Verse 35.
- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Leave** – Exploration ends.

10

Armies, Units, Commanders

From now on, the following rules apply in your Age of Legends campaign. You may return here at any time to review them.

Units

A Unit card is a special form of a Secret, introduced by the Age of Legends campaign. It contains a special Attribute, called Military Power ( ) and a keyword that determines the Unit's type (melee, cavalry, ranged, elite).

Units should be placed under the model of their Commander (see below) and always move together with their Commander.

Commander

Every Character who has at least one Unit under their model is considered a Commander – all rules found on the **"Commanders"** Help Card apply to this Character. Keep in mind that a Commander's personal Attributes will often influence events.

> *For example: A cautious Commander might spot an ambush, an empathetic Commander will be better at solving conflicts, and an aggressive Commander might be able to perform bold moves in battles.*

If there are several Commanders in the same Party, the of their Units is added for the purpose of any checks. They always take part in Battles together, and if a rule asks you to check an Attribute, use the highest value found among them.

> *For example: Commander A has a Unit that gains 1 whenever a Commander has 1 . The of Commander A is only 2, but Commander B in the same Party has 4 . Commander B's Aggression is therefore used and the Unit belonging to Commander A will gain the bonus when in the same Battle.*

Enemy Units and Armies

Enemy Units may appear both on Locations, or as a part of an Enemy Army (see below). Any Unit that's placed on a Location, and does not belong to any Character, is always considered an Enemy, even if it is a human Unit.

> *For example: A Journal entry asks Player A to place an Archer Unit in their Location. This Unit is considered an Enemy, resulting in an instant Battle (see Battle rules below).*

All Units placed on any Locations that are not part of an Enemy Army (see below) are considered to be Guardians and follow all the Guardian rules outlined in the Rulebook.

An Enemy Army is represented by a stack of Units with the Fore-dweller model on top of them. There can be only one Enemy Army in the game at a time. If any rule requires you to set up an Enemy Army, and there is already one in play, discard the current Enemy Army and set up a new one. Any Units grouped in the Enemy Army follow more specific rules, determined by their Order card. If there are no Order cards in play, the Enemy Army remains in place, waiting for one to be revealed.

Commander's Reputation and Unit Upkeep

Characters are not generals, or war heroes. While in a state of an emergency they will be able to issue commands to the armed forces of Avalon, their command is always met with a degree of distrust. They have a hard time convincing troops to follow them, and their units lose morale and become distrustful much quicker.

Upkeep

To represent the above, all Commanders have to pay daily Upkeep costs for all their Units. As soon as the End of the Day begins, each Commander Pays 1 Rep or 1 Wealth for each of their Units. Some Units also have a unique Upkeep rule on their cards.

Discard every Unit you can't (or don't want to) pay the Upkeep for.

Commander's Energy Penalty

Commanding troops also takes time – each Commander loses 1 at each Start of the Day, unless there's only 1 Character in play.

Despite the above costs, Commanding Units gives many unique benefits. It allows you to auto-resolve many Encounters (see **"Your Units vs Encounters"**), and opens the way for many exciting and often profitable Journal interactions. Commanders also receive Reputation rewards when defeating Enemy Units, and they can remove troublesome Enemy Armies and Units roaming the map.

Transferring Command

All Unit Secret cards are considered Personal. They cannot be traded to any other Character, with one exception. The **"Relinquish Command"** Action found on the Commander Help Card (and below) lets you transfer a Unit to another Commander.

1 Relinquish Command (lose 1 Rep): Give one of your Units to any other Character in the same Location.

BoS

Your Units vs Encounters

Having an army at your back makes many dangers of the land less threatening. To represent this, if you have any , you may place any Combat Encounter you draw or trigger at the bottom of its deck, as long as its Difficulty is lower than your . The only exceptions from the rule above are the Encounters with this special Trait:

Menacing – This creature is too intimidating and dangerous – your soldiers are reluctant to attack it. If this Encounter is discarded using an Army, each Commander loses 5 **Rep**.

Enemy Units vs You

Even the smallest Enemy Unit is large enough to overcome your Party! Whenever a Character or a Party without any Units are in a Location containing any Enemy Units, they all lose 1, 1, and gain 1. Move these Characters to any connected Location. This means you cannot access Location cards occupied by Enemy Units unless you manage to move or destroy these Units!

Battles

Whenever Characters with any Units are in a Location containing any Enemy Units, a Battle ensues immediately. Follow the instructions below to resolve the Battle:

1) Reveal the Units of the Enemy Army

If any Enemy Units are face-down, turn all of them face-up. They remain face-up from now on.

2) Special Abilities

You may now resolve any special Abilities printed on your Unit cards and all special Abilities printed on the Enemy Unit cards. They all trigger at the same time, so even if you remove a Unit card as a result of another unit's Ability, the Ability of the removed Unit should still be resolved.

3) Battle Results

Sum up the of all Enemy Units and compare it to your total Military Power.

Victory

If your is higher, you win the battle!

Discard all Enemy Units and the Fore-dweller model (if present).

Gain rewards described on any Enemy Units cards you discard. Remember that Loot always needs to be shared among Party members, even if it contains **Rep** points.

Defeat

If your is lower, you lose the battle!

The difference between your total and the Enemy's total indicates your casualties. Discard Unit cards with at least at that much total .

Commanders lose 1 **Rep** for each of their discarded Units.

Each Party member loses 1, 1 and gains 1. Move all Party members to the lowest-numbered connected Location.

Tie

If your is equal to the Enemy's, the battle is indecisive!

Each side discards a random Unit. Each Commander loses 1 **Rep**. Then, each Party member loses 1 and moves to the lowest-numbered connected Location.

If you're playing **Chapter 3: Part 3** and you have the **"Valiant Defeat"** part **9** status, go to Verse 521 to continue the game.

Reminder: You may return to this section at any time to review the rules.

15

The Pale Lady tries to reach out to you in the dream. Her voice is distant and distorted, but you realize she must be calling for help.

Each Character who has this Dream gains 1 **Magic**. Place one Quest Token on the **"Dreamquest"** Secret card (**10**). The Dream ends.

17

Startled by your sudden appearance, the boy quickly understands he won't outrun you or talk his way out of this one. Instead, he honestly tells you he believes this is the end of humans on Avalon. He plans to gather as much gold as he can, sneak back to Tintagel and rent a boat that could take him out of this gods-forsaken hell. He advises you to do the same.

Go back to Verse 127 and make another choice.

19

You manage to keep it in for a moment, pushing with all your force. Then, it slips from between your hands and hits you in the chest like a stone missile.

Choose one Party member – this Character loses 1.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

22

He gives you a long list of grievances, some of them petty, some of them serious. You realize how many enemies Arthur must have made among the noble families of the Homelands – cramming them on overcrowded ships, and stuffing them into a stinking, overpopulated fort. The fact he gave most of the important positions to his Knights of the Round Table, and his many mistakes during the campaign, certainly didn't help...

Gain the **"Concerned Citizens"** part **2** status. Go back to Verse 331.

24

You begin to feel stupid staring at your own words on the scroll, but eventually letters start to materialize, appearing one by one, as if a swift hand was writing them before your eyes.

"You're quite a joker, aren't you? If you get tired of your duties, the position of a court jester is always open! N."

You chuckle under your breath.

Each Party member loses 1. Go to Verse 140.

25

Place one purple marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri—".

The spirit wails again, drowning out the rest of his sentence. You quickly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1. Go back to Verse 477.

27

In the depths just off the coast, you see the sunken arbor on top of a dark mound. The air almost escapes your lungs as you discover the mound is made of pieces of wyrdsteel armor and inhuman bones. You head back towards the surface, grabbing the first interesting object you notice.

Gain the **"Burial Mask"** Secret card (**3**). Each Party member gains 1. Exploration ends.

28

Pelleas rushes forward, eager to repay his debt, while you focus your attention on the ritual. The fight is short. Soon, the enemy is driven away, bleeding from many wounds. Pelleas turns to you with a smile. Then, he collapses – only now you notice one of the enemy's blades sticking out of his breastplate. He's dead before you get to him.

Discard Secret card **34**. Go to Verse 115.

33

You grab the gem and try to put it back in its place, but some strange force keeps pushing it out so hard you can barely force it to make contact with the pillar. Finally, it slips from between your sweaty hands and falls on the ground.

Place three Time Tokens on this Location and go to Verse 59.

35

"I knew Arthur would pester me to join him as soon as I landed. The thing is, I already wasted too many good years of my life supporting him, with nothing to show for it. He always assumed I will just... be there, by his side, like a good obedient sister. I'd had enough. I thought it would be best if I simply disappeared. "

- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Ask what she is doing here** – go to Verse 7.
- **Explain to her that hiding here solves nothing** – go to Verse 517.

37

Inside is just a scroll, a quill, and some ink. On top of the scroll, you see the words, "Write and be patient."

- **Write "and be patient"** – go to Verse 24.
- **Write "Hello?"** – go to Verse 58.

40

Already badly wounded by the incorporeal creature, Merlin is unable to control the scroll. It sucks all of his life power, and then explodes, alerting enemies to your location.

Not even the Allmother's Mercy can protect you now! All Characters die and this campaign ends in failure. Please try again.

48

Getting all of them safely ashore won't be easy!

- **Build a raft** (pay 1, requires 1) – go to Verse 49.
- **Help them swim, one by one** (pay 4) – go to Verse 49.
- **Order your wolf to help them swim** (pay 1 **Food**, requires **Caolin**) – go to Verse 49.
- **Leave for now** – Exploration ends.

49

Once ashore, they move out immediately, promising to spread word of your deed.

Gain the **"Strange Encounters"** part **1** status, and the **"Survivors"** part **5** status. Each Party member gains 1 **Exp**, 3 **Rep**, and loses 1. Exploration ends.

51

You wake up, drenched in sweat. Then, you discover your bedroll is smoldering, and many items surrounding it have been destroyed. Somehow, the dream was able to alter reality!

Gain one part of the **"Dream Master"** status. The Dream ends.

52

Resolve the **"Fore-dweller Wretch"** purple Encounter (Difficulty 2). If you win, go to Verse 115. Otherwise, Exploration ends.

Hint: Any resources spent on the ritual are forfeit! If you lose or Escape the Combat, you will have to earn them again!

53

By now, the Avatar is so large you can see it looming in the distance, as tall as a mountain. Stopping it here, in front of the Treetop Cathedral, will be a difficult task.

Hint: Do not let this Location sink into the wyrdness before confronting the Avatar! It will undo your progress!

Choose how to prepare:

- **Dig deep, camouflaged pits** (pay 6 reduced by 1 for each of your Units) – *This should at least slow him. Place a Guardian die on this Location.* Then, make another choice.
- **Construct ballistae** (pay 1 and pay 6 **Wealth** reduced by 1 for each point of your) – *The thick bolts could probably pierce its skin.* Place a large marker on this Location. Then, make another choice.
- **Soften the ground with magic** (pay 1 and pay 5 **Magic** reduced by 1 for each point of your) – *A bog deep enough for it to stumble.* Place a Dial skull-side up on this Location. Then, make another choice.
- **Obtain amphoras full of flammable oil and explosive powders** (pay 1 and pay 5 **Rep** reduced by your) – *They could provide a distraction.* Place a Dial grail-side up on this Location. Then, make another choice.
- **Set up soldiers with axes and pikes** (pay 1, discard one Unit) – *They should be able to wound him. If they manage to get in range.* Place a red marker on this Location. Then, make another choice.
- **Set up soldiers with long ropes** (pay 1 and 1 **Wealth**, discard one Unit) – *They will try to tie the Avatar's feet.* Place a Quest Token on this Location. Then, make another choice.
- **Wait for the Avatar to come** – *You're ready!* Go to Verse 91.
- **Leave for now** – Exploration ends.

55

The Pale Lady visits your dreams again. She tries to come closer, but some invisible force restrains her and gags her mouth. She fights it until the mists swallow her back again. At this moment, cold sweat runs down your back – you can't shake the feeling that something very powerful and hostile turned its attention to you.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Then, choose one:

- **Fight for control of this dream** – each Character who has this Dream loses 2. Go to Verse 80.
- **Let her fade** – each Character who has this Dream gains 1 **Magic**. The Dream ends.

57

You receive the advance and a strange, black pendant. The masked man tells you that if you gain any information that could interest the conspirators, all you need to do is walk through the fort wearing this pendant – and they will find you.

Gain 2 **Wealth** and 1 Item. Gain the **"Mark of Treachery"** Secret card (**36**) and the **"Concerned Citizens"** part **3** status.

Exploration ends.

58

It takes so long, you begin to feel stupid staring at your own words on the scroll, but eventually letters start to materialize, appearing one by one, as if a swift hand was writing them before your eyes.

"Greetings, Executor. Have you learned anything? N."

Go to Verse 140.

59

The seawater walls keep swallowing the headland. Your heart races as you realize it is now too late to run.

You only have a couple of seconds left to live.

If there's only one Time Token left on this Location, go to Verse 344. Otherwise, choose one:

- **Attempt to keep the gem in its socket by force** (requires 2) – go to Verse 19.
- **Use your magic to reconnect the gem with the column** (pay 1 **Magic**) – go to Verse 72.
- **Put the gem into the opening at the top of the column** – go to Verse 85.
- **Push the gem into a hole in the base of the column** – go to Verse 117.
- **Push something else into the empty gem socket** (requires 1) – go to Verse 135.
- **Look for hidden switches or controls** (requires 1) – go to Verse 192.
- **Throw the gem right into the advancing wall of water** – go to Verse 220.

60

As you look into the gaping eye of the storm, you take out your sketchbook and start to draw. Soon, the strange phenomenon joins many other sketches of this strange land you already have. More and more, you are convinced that wyrdness is not only an alien force of destruction: it can also create beauty unseen in any other land.

If you **don't have** the **"Astounding Discoveries"** part **3** status, each Party member gains 1 **Magic** and loses 1 . Then, gain the **"Astounding Discoveries"** part **3** status.

If you're **Duana** or she's in your Party, go to Verse 78.

Otherwise, Exploration ends.

61

If the **Chapter 6: Part 1** card is revealed, go to Verse 62. Otherwise read on:

You slowly drift away from the dream. The Pale Lady gives you one last, desperate look. You should do something to free her soon.

The Dream ends.

62

The dream ends soon after.

CONGRATULATIONS! You've completed your Quest!

Each Character loses 1 .

Each Character gains 1 **Exp**.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 6: Part 2** card.

Exploration ends.

63

The work is gruesome. Some of the bodies have begun to decompose, but you still manage to find some usable equipment.

Each Party member gains 1 . Draw three non-Companion Item cards and 1 **Wealth**. Choose one and discard the rest. Exploration ends.

65

Resolve the special **"Stagfather's Envoy"** blue Encounter in **Verse 89**.

67

Go to Verse 405.

70

Place one purple marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri—"

The spirit wails again, drowning out the rest of his sentence. You quickly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1 . Go back to Verse 477.

71

The face once again peers into the heavens. Though the visage undoubtedly belongs to an Avalonian woman, its beauty is breathtaking. You find it hard to believe anyone could be barbarous enough to cover it with soil.

What's also strange is the fact no more enemies came to disturb your work since the face began to appear. Are they afraid of it?

Gain the **"Astounding Discoveries"** part **9** status.

Each Party member loses 4 and gains 1 **Exp**.

Remove the **"Forbidden Mound"** Location (**330**) from the game and replace it with the **"Uncovered Visage"** Location (**335**). Move all Party members to this new Location. Exploration ends.

72

You channel the primal magic force, gluing two pieces back together. Sadly, nothing works.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

76

You don't know if it's possible to kill a god. It didn't stop you from making a good effort. You and your soldiers toppled the beast and swarmed it, cutting and crushing, while it roared with fury.

Soon, the Avatar rose again, scattering you about, and – swaying side to side – headed for the forest, painting the plain red with streams of blood raining down from its body. Your heart froze, as you realized it would reach its destination.

Then, just before the border of the forest, the Avatar stumbled one, last time. It crashed into the trees, crushing them under its weight, together with countless worshipers who were awaiting him. The Treetop Cathedral fell to the ground with a deafening sound, and when the clouds of dust settled, the body of the god was already motionless, its antlered head lying in the middle of the central glade.

Soldiers cheer around you. You've won! You've hunted the god of the hunt himself.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 **Exp** and 5 **Rep**.

Remove the **"Treetop Cathedral"** Location card (**365**) from the game and replace it with the **"God's Fall"** Location (**366**).

Remove your Active Quest card from the game.

Find and resolve **Special Event G**. Do not change the structure of the rest of the deck.

Exploration ends.

77

If you **have** the **"Huntsmen"** part **6** status, the envoy is no longer here. Exploration ends.

If you **have** the **"Huntsmen"** part **1**, go to Verse 371.

Otherwise, read on:

In the deepest part of the windfall, fallen trees pile up so high you have no choice but to wander under them. There, you discover a cathedral of fallen logs that have locked one into another, forming high vaults and impossible domes. There is someone in this strange sanctuary – a figure taller than any man or woman.

As it turns towards you, you take a step back, revolted. While its body retains a vaguely human shape, something keeps pushing at the skin from inside, as if the creature was a skin sack, packed tight with moving bones, skulls and antlers.

Go to Verse 371.

78

There is a presence in this fallen forest. A spirit, driven mad by the destruction and carnage. They say old trees have souls – and now you feel those souls came together, seething in anger and pain.

- **Ignore the spirit** – Exploration ends.
- **Make contact with the spirit** – go to Verse 195.

80

You fight for control of the dream to your last breath, trying to draw the Pale Lady back to you. Eventually, you lose, but you learn a lot about influencing the visions and the wyrdness with your mind's force.

Gain one part of the **"Dream Master"** status. The Dream ends.

81

Remove all markers and tokens from this Location.

If you **have** Secret card **84**, discard it.

If the number on the die is 3 or more, go to Verse 76.

Otherwise, read on:

It's all for naught! The god of the hunt simply walks over you, ignoring your efforts.

Go to Verse 250.

83

"You... You're right," she says, surprised. "Not that it should matter but..."

She ponders for a while, pacing in front of her table.

"It won't hurt to check. I will gather my men, and we'll go to Tintagel together. For your sake, I hope you're not lying to me."

Go to Verse 692.

85

You jam the gem into the hole on top of the column. It rises up, flashing chaotically, and a loud crackle fills the air. The walls of water do not stop. This is useless!

You take the stone back, but now it's hot like white iron, and burns your hands.

Choose one Party member – this Character loses 1.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

87

She doesn't seem to believe you, but as soon as you show her the pendant received from the conspirators, something fierce awakens in Morgaine's eyes. Her fussy face suddenly becomes focused and composed.

"Ingrates! Filthy dogs. I told my brother he shouldn't trust them. Lead me to Tintagel, at once!"

Go to Verse 692.

88

Your defenses slow the Avatar down, as its legs are held for a few minutes.

If there's no large marker on this Location, go to Verse 93. Otherwise, read on:

With the Avatar struggling to regain its footing, your ranged weapons manage to deal considerable damage, before it stands back up.

Add +1 to the die. Go to Verse 93.

89

If you **have** the **"Huntsmen"** part **2** status, draw one card less at the start of the Encounter. If you win, go to Verse 121. Otherwise, Exploration ends.

90

It's now harder to find anything of use among the bodies. What's worse, you get sick from retching from the fetid vapors rising from the bodies.

Each Party member gains 1 and loses 1. Draw two Item cards. Choose one and discard the rest. Exploration ends.

91

The Avatar comes, ground trembling under its hooves, its antlers blocking the sun in a sudden eclipse.

Place a die on this Location and set it to 1.

If there's a Guardian die or a Quest Token on this Location, go to Verse 88. Otherwise, read on:

With nothing to slow him down, the Avatar crashes into your defenses at full force.

Go to Verse 93.

92

This was extremely uncomfortable, extremely long – and likely unnecessary.

Go to Verse 417.

93

The Avatar pushes through the first line and continues toward the forest.

If there's a Dial on this Location, go to Verse 97. Otherwise, read on:

The giant easily breaks through your second line, throwing armored men about like toys.

Go to Verse 95.

95

The beast still pushes forward with the tenacity of a wolf. In desperation, you form ranks of your remaining soldiers right in front of it.

- If there's only one Character in play, add +1 to the die.
- If there are 3-4 Characters in play, subtract 1 from the die.
- If you **have** 3 or more , add +1 to the die.
- If your is 2 or more, add +1 to the die.

Go to Verse 81.

96

Go to Verse 405.

97

Your special trick works! The Avatar topples over, surprised and startled, though it immediately tries to rise back again.

If there's no red marker on this Location, go to Verse 95. Otherwise, read on:

As soon as the Avatar is down, men with axes and pikes swarm it, dealing many terrible wounds to the beast.

Add +1 to the die. Go to Verse 95.

100

Menhir Hunt Order – Rules

The Enemy Army is afoot, trying to undo your work on the Menhirs. At the Start of each Day, before resolving any other steps, perform the following:

1) If the Enemy Army is on the **"Menhir Hunt"** Secret card:

Place the Enemy Army model, and all its Unit cards, on the lowest-numbered revealed Location.

2) If the Enemy Army is not in a Location with an Active Menhir:

Move the Enemy Army model and all Unit cards under the model to a connected Location, following the shortest route to an Active Menhir.

If there are several possible routes of the same length, pick the one with the highest Location number.

If there are no possible routes to an Active Menhir, place the Enemy Army model, and all Unit cards under the model, on the **"Menhir Hunt"** Secret card.

3) If the Enemy Army is in a Location with an Active Menhir:

Remove one red marker from the Menhir's base.

If there are no more markers, remove the Menhir.

Enemy Armies follow the rules outlined in the **"Armies and Battles"** section at the start of the Exploration Journal.

When the Army is defeated (there are no more Unit cards under the Enemy Army model), remove the Enemy Army model, and any Secret cards with the **"Order"** keyword, from the game.

When a Location with an Army is discarded, move the Army back to the **"Menhir Hunt"** Secret card.

Continue the game.

105

Reclamation Order – Rules

The Enemy Army is afoot, trying to besiege the human capital! At each Start of the Day, before resolving any other steps, perform the following:

Reduce the Time Dial on the **"Reclamation"** Order card (**88**) by one.

If the Time Dial reaches 0, remove it.

If there's no Time Dial on the **"Reclamation"** card, the Enemy Army has arrived at Tintagel! Go to Verse 108.

106

You've failed! The enemy has captured Tintagel and you have died trying to defend it.

You may invoke the Allmother's Mercy to restart this Chapter – in such a case, go to Verse 500.

107

Manhunt Order – Rules

The Enemy Army is afoot, trying to capture and kill you. At each Start of the Day, before resolving any other steps, perform the following:

1) If the Enemy Army is on the **"Manhunt"** Secret card:

Place the Enemy Army model, and all its Unit cards, on the lowest-numbered revealed Location.

2) Move the Enemy Army towards the closest Character.

Move the Enemy Army to a connected Location, following the shortest route to the closest Character.

If there are several Characters the same distance from the Enemy Army, choose the one with the highest Character Number.

If there's no possible route to any Character, place the Enemy Army model, and all Unit cards under the model, back on the **"Manhunt"** Secret card.

Enemy Armies follow the rules outlined in the **"Armies and Battles"** section at the start of the Exploration Journal. When the Army is defeated (there are no more Unit cards under the Enemy Army model), remove the Enemy Army model, and any Secret cards with the **"Order"** keyword, from the game. When a Location with an Army is discarded, move the Army back to the **"Menhir Hunt"** Secret card.

In addition, it is much harder to evade this Army. Whenever Characters are in a Location with an Enemy Army, and none of these Characters have any Units, they all lose 2, lose 2, gain 2 and must move to any connected Location.

Continue the game.

108

If you're playing **Chapter 10**, go to Verse 109. Otherwise, read on:

If the **"Tintagel"** (**380**) Location card is revealed, replace it with **"Besieged Tintagel"** (**387**).

If the **"Besieged Tintagel"** (**387**) Location card is not revealed, discard all Location cards, and place the **"Besieged Tintagel"** (**387**) Location on the table.

Place a Menhir on the **"Besieged Tintagel"** Location and place three red markers on its base.

Move the Enemy Army from the **"Reclamation"** Order card to the **"Besieged Tintagel"** Location card.

Move all Characters to the **"Besieged Tintagel"** Location.

Resolve the Battle. If you win, continue the game. On any other result, go to Verse 106.

Continue the game.

109

Move all Characters to the **"Besieged Tintagel"** (**387**) Location.

Go to Verse 368.

110

You infiltrate the settlement with a clear goal in your mind: find the children or discover some clues as to where they might be. You think you should check the sleeping halls, or the chieftain's building, though the latter may prove difficult, as it's heavily guarded.

- **Investigate the sleeping halls** – go to Verse 230.
- **Investigate the large hut** – go to Verse 342.
- **Retreat** – Exploration ends.

111

History is in the making. For the first time ever, humans meddle with the ancient aura of the menhir, as you help Merlin with his ritual.

Soon, an unexpected complication appears, in the form of a lone, four-armed Avalonian marauder. As soon as he sees you touching the statue, he charges at you with fury.

"I can't stop now!" Merlin says. "Can you tell this nice creature it should not bother us?"

- **Yes** – go to Verse 52.
- **No, we have to retreat!** – *Any resources spent will be forfeit! You will have to earn them again and restart the ritual.* Exploration ends.
- **Pelleas will hold him off!** (requires Secret card **34**) – go to Verse 28.

113

Check the number of parts of the **"Grave Robber"** status:

- **1** part – go to Verse 63.
- **2** parts – go to Verse 90.
- **3** parts – go to Verse 252.
- **4+** parts – go to Verse 310.

114

Discard any Order cards and gain the **"Reclamation"** Secret card (**88**). Place a Time Dial on this card and set it to **6** (4 Characters), **7** (2-3 Characters) or **8** (1 Character). Place an Enemy Army consisting of four face-down Secret cards **85** on the **"Reclamation"** Secret card.

Resolve the **"Reclamation"** Secret card (**88**) immediately.

115

With the enemy out of the picture, you can once again help Merlin. Sweat beads on his forehead, and his veins swell, as he focuses various types of energies on the menhir.

"There is something inside," he murmurs. "A small piece of our world. A sphere, completely free of wyrdness. It's almost as if the statue was built to contain it. If I could just empower it... extend it..."

He screams in pain, as sparks fly back from the statue shocking his hands. Still, he does not stop.

"I've got it... I've got it! I..."

Without a sound, you feel something extending from the menhir. The statue begins to glow faintly, as the wyrdness recedes all around you. In shock and awe, you almost fail to notice Merlin slumping to the ground.

"I need to rest..." he says as you hold his head. "I'm going back to the hideout. As for you... I will give you notes with the exact rite I used. Head east. Light more statues. It will be costly... and taxing. But with your modicum of talent, you should be able to repeat what I just did here. Try to find us a way home..."

Gain the **"Menhir Rites"** Secret card (**11**).

Remove all Quest Tokens from the **"Quiet Battlefield"** Location (**314**).

Place a Menhir model on the **"Quiet Battlefield"** Location (**314**) and place three red markers on its base.

Reminder: From now on, any Locations outside the range of an Active Menhir are removed at each Start of the Day, as per the standard rules of this campaign.

CONGRATULATIONS! You've completed **Chapter 2** of the Age of Legends campaign.

Each Character gains 1 **Exp**.

Discard all Event cards, including Active Quests.

Then, either Save your game or draw the **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

116

You politely decline the commander's offer. As much as you'd appreciated seeing your children, you don't want to reopen their old wounds. You say your goodbyes, knowing that a final piece of the puzzle rests with your wife, Isabeau.

New Task: Locate Ysabeau in the Dark Morass (**371**) asylum, if you wish to confront her.

Lose 2 . Gain the **"Reconciliation"** part **2** status.

117

You push the gem into a hole in the base of the column. It gets sucked in, as the column comes to life vibrating with a low hum. After a moment, the gem emerges out of the empty socket and begins to glow once more.

The walls of water stop. Then, they slowly begin to recede. A feeling of relief washes over you.

Each Party member loses 2 . If you **don't have** the **"Strange Encounters"** part **2** status, each Party member gains 1 **Exp**. Then, gain the **"Strange Encounters"** part **2** status.

Remove all Time Tokens from this Location.

Exploration ends.

118

- If there are no Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 15.
- If there's one Quest Token on the **"Dreamquest"** Secret card (**10**), go to Verse 55.
- If there are two Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 217.
- If there are three Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 199.
- If there are four Quest Tokens on the **"Dreamquest"** Secret card (**10**), go to Verse 440.

120

- If you're playing **Chapters 4-15**, go to Verse 122.
- If you're playing **Chapter 3: Part 1**, go to Verse 124.

Otherwise, nothing happens. Exploration ends.

121

If **Special Event R** is revealed, go to Verse 125. Otherwise, read on:

Once you're able to communicate with the creature, you learn it seeks a new home for one of the gods of the Homelands, the Stagfather, who escaped to Avalon with its followers. This cathedral of fallen trees looks like a perfect place, but there are no other faithful nearby. The envoy asks you to connect with its followers in the east of the island and see if any of them found a suitable place.

- **Accept** – *The envoy rewards those who serve.* If you **don't have** the **"Huntsmen"** part **3** status, each Party member gains 4 , 2 **Magic**, and 2 **Food**. Gain the **"Huntsmen"** part **3** status. Exploration ends.
- **Reject** – Exploration ends.

122

The enemy again tries to occupy this important route.

Place one Secret card **85** on this Location (if available).

Reminder: Any Enemy Units that are not part of an Army follow the Guardian movement rules.

Continue the game.

123

The man hands you a black necklace with an onyx viper head. He says that if you ever change your mind and decide to hear their offer, all you need to do is to wander inner Tintagel with this around your neck.

Gain the **"Mark of Treachery"** Secret card (**36**).

Exploration ends.

124

Your dreams of home are shattered. The narrow strip of land above Riverfall is occupied by an Avalonian army that guards the only way to the east of the island. It seems the enemy is hell-bent on not letting any survivors reach Tintagel.

Place the Fore-Dweller model on Riverfall (**320**) and place the **"Tuathan Guards"** Secret card (one of the cards numbered **85**) face-down under the model. They represent the Enemy Army guarding the passage.

IMPORTANT: Unit cards often share the same Secret numbers. Make sure you haven't placed another card numbered 85 that is not **"Tuathan Guards"**.

As long as the Enemy Army is there, no Character without an Army of their own may enter Riverfall (**320**).

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 **Exp**.

Remove your Active Quest card from the game.

Now, find and resolve the **Chapter 3: Part 2** card. Do not change the structure of the rest of the deck.

Exploration ends.

125

Once you're able to communicate with the envoy, you tell him about the entire community of the Stagfather's followers building a splendid cathedral in the east. The excitement makes the creature boil, bones and antlers almost ripping its skin from the inside. It is eager to go, and considering the danger that still hangs over Tintagel, you don't want to wait too long.

- **Take the creature east** (requires all Characters, this will end your Day) – Go to Verse 126.
- **Leave for now** – Exploration ends.

126

There's no time to lose! Together with the envoy you travel to the coast, where a ship from the Creaking Cove is already waiting for you.

Gain the **"Huntsmen"** part **6** status.

Go to Verse 785.

127

Deep in the birch grove, you find the boy you were looking for. He's so busy robbing the dead of anything he can stuff in his pockets, including golden teeth, he fails to notice you.

- **Ask him what he plans to do** – go to Verse 17.
- **Seize him and return him to his squad by force** (pay 2 reduced by your) – go to Verse 170.
- **Execute him on the spot** – *Desertion would be enough to pass the sentence, but he's also looting his fallen brothers!* Go to Verse 430.
- **Let him go** – Exploration ends.

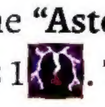
128

As you make your way into the dark depths, you find ghostly renditions of creatures who once inhabited this plain.

Draw two Purple encounters and resolve one with the lower Value. If you win, go to Verse 139. Otherwise, Exploration ends.

131

Each of the caves leads back to a massive underground space, where a ghost of this plain's past stands, rendered in stone. Stone hills. Stone trees. Stone grass. Wrinkled creeks of solid stone. It's an eternal image of the plain before it was shattered.

If you **don't have** the **"Astounding Discoveries"** part **1** status, each Party member loses 1  . Then, gain the **"Astounding Discoveries"** part **1** status.

Hint: You're in the uncharted territories of mysterious Avalon. Any discoveries might be of great interest to sages of Tintagel.

Now, choose one:

- **Go deeper** – go to Verse 128.
- **Leave** – Exploration ends.

132

Go to Verse 405.

133

The impenetrable blackness sucks in the light, but when you close your eyes, you feel the air is moving out of the hole, not into it. You stand for a while in this strange breeze, your eyes shut, until you begin to feel a strange itching in your body, and fever burning in your veins. Memories of a plague, from some forlorn time, fill you before you manage to pull away.

Each Party member gains the **"Red Sign"** Secret card (**66**). Gain the **"Supernatural Events"** part **4** status. Exploration ends.

134

Some call you the "hoarder", and some the "junkmaster". You see yourself as a prudent adventurer. You've heard enough tales about ancient heroes to know that if fate puts something in your way, it will be useful later. For the time being, your luggage draws in many curious glances.

New Task: Find a way to use your impractically large beer mug, twenty-foot chain, large oaken barrel, or a barely used drawbar.

Each Character gains 2 Rep.

Continue the game.

135

You dig through your possessions until you find an item with a similar curve. It fits! The column does not repulse it. Too bad the walls keep hurtling toward you.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

136

Go to Verse 369.

137

Resolve the special **"Inspiring Speech"** blue Encounter, printed on the side of this page. Modify the starting position of the Affinity Marker according to the list below:

- +1 Affinity if you **don't have** the **"Grave Wound"** status.
- +1 Affinity if you *have* more than five parts of the **"Survivors"** status.
- +1 Affinity if you **have** at least four parts of the **"Outpost Strength"** status.
- +1 Affinity if you **have** at least three parts of the **"Reputation: Stiltwood"** status.
- +1 Affinity if you **have** at least 2 or 8 Rep.

If you win, go to Verse 482. If you don't win, lose 2 Rep, and the Exploration ends – you'll need to try again later.

139

After journeying deep beneath the uplifted plain, you discover rich veins of silver and precious gems gleaming in the rock.

- **Pluck some of the stones** (pay 1) – *You take everything you can.* If you **don't have** the **"Scrounger"** part **5** status, gain Wealth and this status. Exploration ends.
- **Set up a mining operation** (pay 2 Rep; requires at least **3** parts of the **"Survivors"** status; only if Location **311** is revealed and without a Time Token) – go to Verse 343.
- **Leave** – Exploration ends.

140

You write down everything that happened and Nimue again takes a while to answer.

"It seems like we have no other choice, but to go through with their plan. Threats or torture won't work, I already tried. They have to tell you everything willingly. And the only way for that to happen is for you to help them. There's a ship waiting for you in the Creaking Cove – unless you want to travel all the way there on your own, that is."

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Discard the Enemy Army and its Order card.

Discard the Active Quest card and resolve the **Special Event R** card from the Event Deck. Do not change the structure of the rest of the Event Deck.

Exploration ends.

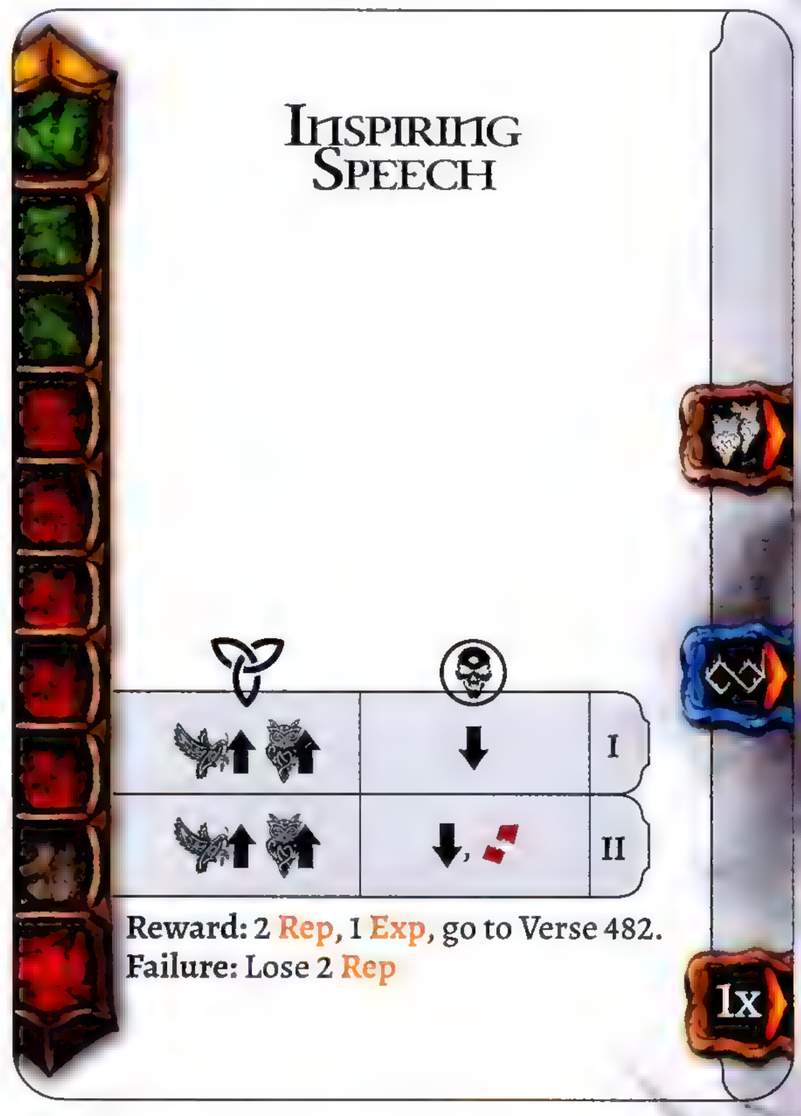
142

"Oh, my dear big brother suddenly needs me? What happened to 'dark arts make you look bad, Morgaine', 'you can't cut dead people open, Morgaine', 'why did a demon wreck the upper halls, Morgaine'..."

She sighs.

"I wasted ten years in Camelot, trying to be a good sister to the king. No one cared for me, as long as my seat wasn't empty during feasts and celebrations. I built an arc lamp, converting magic to light, and no one was interested. I translated an old Fomorian tome, my finest achievement, and no one batted an eye. I warned about the Picts, no one paid any attention! They just don't listen to me! Give me one good reason why should I become Arthur's shadow again!"

- **Tell her Arthur demands her to come back** – go to Verse 523.
- **Tell her Arthur begs for her to come back** – go to Verse 297.
- **Tell her there's a plot against Arthur's life** (requires Secret card **36**) – *To be honest, you're not sure whether she would condemn the plot, or join it.* Go to Verse 87.
- **Convince her that if she hides from him, she's still in his shadow** (requires 3) – go to Verse 517.
- **Leave** – Exploration ends.



150

The settlement is now empty, save for some sobbing women and a couple of elders. You have plenty of time to take a look into every nook and cranny, and finally come to a chilling conclusion: the giants' children are nowhere to be seen. They were the key all the time.

In the largest hut of the settlement, you find something that resembles a map, lying on a table twice as tall as yourself. Whatever it contains, you feel like you're very late...

Gain the **"Fall from Grace"** part **2** status. Go to Verse 417.

151

The wet nurse from hell lies dead, and her little, slimy wards pour out of the basket. Instead of attacking, they surround you in a circle, looking at you expectantly with their large, black eyes. They seem so vulnerable. So weak... You feel an overwhelming urge to hug them and keep them safe.

It takes all of your willpower to shake off this feeling and flee.

Each Party member gains 1 **Exp** and 1 . Gain the **"Dangers of Avalon"** part **7** status. Exploration ends.

152

There is an angry murmur among your men. Many of them don't wish to fight arm to arm with brigands, thieves and murderers. But there are some who are relieved you're not a blood-hungry tyrant.

The Commander loses 2 **Rep**. Gain the **"Survivors"** part **6** status. Exploration ends.

155

Where's a better place for an observation post than right in front of the enemy gates? You pick a low hill at your end of the valley and order your men to dig. The only source of stone nearby is the wall itself, so you send a detachment of workers with pickaxes to chip off some larger chunks.

The sound of crushed wyrdstone rings far in the valley. Soon, something alarming begins to happen at the other end. The wyrdness begins to flow into the canyon, some large shapes emerging from it every now and then. A marching army! The closer they are, the more staggering their numbers seem. It seems vandalizing their eternal city did the trick.

You give an order to abandon the construction and retreat immediately.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 **Exp** and loses 2 .

If an Enemy Army is in any revealed Location, discard it.

Move all Characters from the **"Mouth of Tuathan"** Location (**305**) to the **"Dreadlands"** Location (**328**). Do not resolve the ⚡ rules of **"Dreadlands"**.

Place a new Enemy Army in the **"Mouth of Tuathan"** Location (**305**), consisting of all available Secret cards **85**, **86**, and Secret card **99**. Place these cards face-up.

Remove the current Order card from the game and gain the **"Manhunt"** (**79**) Secret card.

Discard the Active Quest card and resolve the **Chapter 12: Part 3** card from the Event Deck. Do not change the structure of the rest of the Event Deck.

Exploration ends.

157

You're about to leave the architect's tent when you notice a shape under the fold of the tent's wall. It's Cynric's notebook, describing the progress of construction in painstaking detail. In the last few entries, the neat writing makes way for long, squiggly lines and uncanny symbols, with barely a couple of legible words strewn between them. "Radiance unbound!", "Words burn.", "I read now!", "Ascend with them?"

You don't know what to think of it.

Gain the **"Supernatural Events"** part **8** status. Each Party member gains 1 . Exploration ends.

160

CONGRATULATIONS! You've completed **Chapter 4** of the **"Age of Legends"** campaign!

Each Character gains 1 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

163

You prepare to leave the tower when you feel a strange presence behind your back. The Pale Lady is following you.

"After what happened at the lake, I promised I would stand aside and take no more part in this war," she says. "But you remind me there is a potential in humanity I'd hate to see wasted. I can't read the future, at least not in the common sense, but I do feel you will achieve many great things. I will go with you into Tuathan."

Gain the **"Pale Lady"** Secret card (**53**). Exploration ends.

165

Far below the ground, a natural system of cracks and caves crosses over into vast halls and corridors filled with complex wyrdstone lattices stretched between huge stalactites and stalagmites. Each of them is different, though after a while you notice they're made of repeating modules, like letters or words. Is this truly a mine? Or rather a library?

If you **have** the **"Prospectors"** part **9** status go to Verse 179. Otherwise, read on:

You try to make sense of this place, but it is something far beyond your expertise. You wish Merlin was here...

If you **don't have** the **"Astounding Discoveries"** part **6** status, each Party member gains 1 **Exp**. Gain 3 **Magic** and the **"Astounding Discoveries"** part **6** status. Exploration ends.

170

Gain the **"Valiant Defeat"** part **7** status. Gain the **"Famished Prisoner"** Secret card (**12**).

New Task: Take the boy back to his captain.

Exploration ends.

171

If you **have** all parts of the **"Spy"** status, go to Verse 150.

If you **have** at least 6 parts of the **"Spy"** status, go to Verse 110.

Otherwise, read on:

You infiltrate the settlement, but you're not sure what to do here. Should you check the huge, wooden house belonging to the giants' chieftain? Or maybe you should visit an unsettling temple at the village green? You hesitate for too long and catch the attention of a sentry. Before rushing at you, he raises the alarm, alerting giants to the fact their preparations have been discovered by humans.

Gain all remaining parts of the **"Spy"** status. Place a Time Token on this Location.

Draw and resolve a **"Giant Vanguard"** green Encounter (Difficulty 4). Regardless of the result, Exploration ends.

172

Your promise soothes the supervisor's nerves.

Gain the **"Prospectors"** part **8** status. Exploration ends.

173

The hole spits you out, shaken and in pain. You slowly stand up. The quiet crystalline grove surrounds you. There's no one in sight. Your own footsteps, that you left when approaching the hole, are now gone. Shaken, you try to leave the forest.

On the outskirts of the grove, a distant sound of crystals crunching under feet diverts your attention. Between the white, shimmering trunks, you notice yourself walking into the forest, as you did not so long ago. You freeze in panic, strange coldness gripping your legs. You look down and notice your body is slowly disappearing into thin air. Soon, you are gone.

The other you reaches the heart of the crystal grove and looks upon the hole.

If you **don't have** the **"Supernatural Events"** part **2** status, each Party member gains 2, 1 Magic and 1 Exp. Gain the **"Supernatural Events"** part **2** status.

Go back to Verse 10 in the Crystalline Grove (Location **375**) Exploration Journal.

175

If you **have** the **"Strange Encounters"** part **5** status, there is nothing more to talk about with the soldiers – Exploration ends.

If you **have** the **"Valiant Defeat"** part **6** status or if you **don't have** Secret card **12**, go to Verse 189. Otherwise, read on:

When the sergeant hears your story, she scolds the boy and demotes him in front of the entire squad. She then takes you aside and pushes a pouch of silver into your hand.

"I'm grateful you brought him alive. This brat is a son of a very rich nobleman from Tintagel, I'd be in a world of trouble should something happen to him."

Gain 2 Wealth and discard the **"Famished Prisoner"** Secret card (**12**). Each Character gains 1 Exp. Gain **"Strange Encounters"** part **5** status. Exploration ends.

177

The commander brings your children to the tent. How they have grown! All three cry when they see you. Your oldest son is ashamed he didn't go looking for you. Your daughter cries, explaining she couldn't oppose her mother. You hug them warmly, silencing any apologies.

You spend an hour or two together learning about their current lives and plans for the future, and about everything that happened since the Red Priests took you away.

Soon, a realization comes. As much as you appreciated seeing them, you're not needed in their lives anymore. They have new family and friends in Northpost, and seem content. You say your goodbyes, knowing that a final piece of the puzzle rests with your wife, Isabeau.

New Task: Locate Ysabeau in the Dark Morass (**371**) asylum, if you wish to confront her.

Lose 2. Gain the **"Reconciliation"** part **1** status.

179

If you **have** the **"Inquiries"** part **7** status, there's nothing more to see here. Exploration ends. Otherwise, read on:

Nimue is already here, carefully copying wyrdstone lattices onto parchment in dim torchlight. Her tired face lights up when she sees you.

"Finally! Working here all alone was already getting on my nerves. I think I have something. Each lattice is a complete concept, or a paragraph of a story, and smaller nodes are sentences and words. This explains why we could never speak to the Avalonians! They somehow use wyrdness to vocalize an entire ideogram like that in the span of time we use to say a single word. I think I know enough to start deciphering some of them... but comparing the ideograms will take a lot of work..."

- **Help her** (pay 3 per Character) – go to Verse 234.
- **Leave for now** – Exploration ends.

180

Time to set off on your search!

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 1 Rep.

Remove your Active Quest card from the game.

Find and resolve the **Special Event J** card.

181

You come as close as possible to the giant torrent rippling through the sky above the windfall. When you look into the eye of this storm, you see a glimpse of another land, hanging upside-down over you, with an unspoiled forest of titanic redwood trees. Is this a past? A future? An altogether different place?

- If you're **Naazer**, or he's in your Party, go to Verse 60.
- If you're **Duana**, or she's in your Party, go to Verse 78.

Otherwise, each Party member gains 1. Exploration ends.

183

Regardless of the result, go to Verse 51.

Lost in Nightmares
Whenever you connect with , gain 1
, gain 1
I
, lose 1 Magic
II
Reward: Gain one part of the "Dream Master" status.
Failure: Go to Verse 51.

185

When you come to the dolmen to challenge the giants, you are met with consternation. They discuss something for a long while, pointing in your direction. Finally, their chieftain comes forward, explaining that, according to their religion, the person who wins five challenges in a row is the Chosen One, destined for great honors and power. He asks you to go with him.

- **Go with him** – go to Verse 210.
- **Run away** – each Party member loses 1. Exploration ends.

188

Go to Verse 369.

189

The sergeant hears your report and nods sadly.

"I understand why you did this, but I wish you'd brought the boy alive. He was a son of a powerful, rich nobleman from Tintagel. I'm afraid both you and me will come to regret this..."

Gain part **5** of the **"Strange Encounters"** status. Each Character gains 1 Exp. Exploration ends.

190

"Suit yourself," the hooded man says, preparing to leave. "But mark my words, you will come to regret that you didn't hear what our masters have to say."

- **Accept blindfolds** – go to Verse 331.
- **Refuse again** – go to Verse 123.
- **Attack them** – go to Verse 267.

192

You check every inch of the column but find nothing else. There's only a hole in the base, a hole at the top, and an empty socket where one of the gems fell out.

Remove one Time Token from this Location. If there are no Time Tokens left, go to Verse 221. Otherwise, go back to Verse 59.

195

The spirit is hard to tame, but not malevolent. It just wants someone to hear its lament about the lost glory of this titanic forest. You open yourself up to its song.

If you **don't have** the **"Supernatural Events"** part **1** status, **Duana** and each Party member with at least 3 gains 3 Magic. Then, gain the **"Supernatural Events"** part **1** status. Exploration ends.

199

The silhouette is clearer now, but soon a dark shape obscures it. The Pale Lady screams, as the dream reaches out for you with its black tentacles and assaults your mind with nightmares. You fruitlessly call for help, choking in the black torrent.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Resolve the special **"Lost in Nightmares"** Diplomatic Encounter in **Verse 183**. Any other Characters can join you in this Encounter.

201

It's working! The rune flashes with pure magic, and Merlin soon regains control of the spirit, pushing it back into the mysterious statue.

Discard the **"Merlin's Runes"** Secret card (**60**) and all tokens and markers from the **"Quiet Battlefield"** Location, if there are any. Go to Verse 6 of the **"Quiet Battlefield"** (**314**) Exploration Journal.

210

The giants take you into their settlement, where they quickly set up a feast. You receive an ornate diadem which you have to wear on your waist as it's far too large for you to wear on your head. After the feast, the giants take you to the middle of their village and push aside a large, flat stone.

There's a well there, leading to dark depths where the blackness seems to slither and twist. The giants' chieftain says in broken human speech:

"The sleeping god welcomes the chosen. A great honor. Go."

You wait for the giants to let go of your shoulders and immediately begin to flee. The guards run after you, enraged by your sacrilege.

Resolve the **"Giant Vanguard"** green Encounter (Difficulty 4). Each Party member Escaping this Combat loses all . Regardless of the result, Exploration ends.

211

The foreman hesitates, but she eventually reveals that while they were looking for precious minerals, they found something else: corridors, leading to some ancient structure far under the wall of Tuathan. She hoped to show the place to Merlin, in case it is important.

Gain the **"Prospectors"** part **7** status. Then, choose one:

- **Ask her if you can look at it** – if you have the **"Prospectors"** part **6** status and you **don't have** the **"Arbiter"** part **2** status, go to Verse 213. Otherwise, go to Verse 165.
- **Promise her you'll let someone in Tintagel know** – go to Verse 172.
- **Say nothing** – Exploration ends.

213

She gives you rough directions to the tunnels, but getting there without tools and guides would be very dangerous. You first have to help her quell the panic your revelations caused in the camp.

New Task: Stop the panic in the camp.

- **Do it now** – go to Verse 17 in the **"Surveyor's Basecamp"** Exploration Journal.
- **Leave** – *Who knows what damage the panic will cause in your absence.* Exploration ends.

215

The marauders' camp is still there, sheltered from the elements by a large, lone rock. You give your men the order to encircle it and signal the attack. There's barely any combat – you lose three soldiers, two of which are killed by Lluthe the Jester. Several marauders die, and the rest are quickly captured.

As soon as the combat ends, one of the footmen reports they've located a stash of loot under a rock. You walk over there only to find items and supplies robbed from several other groups of army survivors and – judging by a strange set of stone idols – from other human tribes as well.

The prisoners beg for mercy. You know there can be none for their leader – Lluthe is executed on the spot. But what to do with his men? Your soldiers look at you with anticipation.

Hint: The decisions you make can have a great impact on your reputation as a Commander.

Gain 3 Food and two non-Companion Items. Gain the **"Idols of the Old World"** part **1** status.

Then, gain the **"Price of Power"** part **1** status and choose one:

- **Spare them and let them join your force** – *Everyone deserves a second chance.* Go to Verse 152.
- **Take everything from them and leave them here** – *If they wish to carve their own path, let them languish on this forgotten coast.* Go to Verse 260.
- **Execute them** (only if the Commander has less than 3) – *There can be only one punishment for desertion and brigandry...* Go to Verse 290.

217

This time, the Pale Lady manages to stay in your vision a while longer. You are now certain something binds her, and she fights these bonds with all her strength, but the wyrdness begins to devour her again.

Place one Quest Token on the **"Dreamquest"** Secret card (**10**). Then, choose one:

- **Fight for control of this dream** – each Character who has this Dream loses 2. Go to Verse 80.
- **Let her fade** – each Character who has this Dream gains 1 Magic. The Dream ends.

218

Go to Verse 369.

219

You decide to wear the ring for a while, and quickly find out its ever-crawling surface seems to stimulate and rejuvenate you. The Eater of Secrets probably wanted you to wear it so that you work faster at freeing him...

Gain Secret card **39**. Exploration ends.

220

Other than giving you momentary relief, it solves nothing. The gem is swallowed by the advancing walls.

Go to Verse 221.

221

First, the sea hits you like a charging bull. Then, the salty depths push into your mouth and nose with immense pressure. You writhe in agony.

Some time later, the waves spit you back on the shore, half-dead.

Each Party member Passes for the rest of the Day. Each Party member with more than 3 sets their to 3. Each Party member with less than 4 sets their to 4.

Remove all Time Tokens from this Location.

Exploration ends.

229

You learn this is a supply convoy sent after Arthur's army. Before it reached his camp, it was blocked by a cloud of wyrdness. When the road cleared, the battle was already won and the armies began to retreat from the Wyrdfort. Instead of continuing their journey, settlers from the convoy argued there's no need to go anywhere else. This quiet place seems a perfect spot for a new farmhold, especially since they found out the soil here is some of the best they've seen so far.

Others argue the place is too exposed, and that the convoy should continue west. The storyteller tries to play the role of an arbiter – with less than stellar results. As soon as you step into the circle, they ask you to help settle the dispute.

Resolve the **"Land Dispute"** blue Encounter (Difficulty 3). If you win, go to Verse 412. On any other result, Exploration ends.

230

The hall is full of sleeping giants – it's not a good place to be, as every snore makes you jump, and the musky smell chokes you. Large curtains separate spaces for individual families. Many of them have child-sized beds and cradles, but there are no children.

If you're **Duana**, go to Verse 242. Otherwise, choose one:

- **Go out and investigate the large hut** – go to Verse 342.
- **Retreat** – Exploration ends.

231

You free her, quickly cutting down the remaining trees. To your surprise, she doesn't flee this bloodied place. Instead, reeling from wounds and blood loss, she begins to slowly creep towards the center of the forest. Her words blossom in your mind. Gratitude. Urgency. She wants you to leave for your safety. Before you turn away, you see her checking other prisoners, both dead and dying. Is she looking for someone?

Whoever or whatever that is, you hope she will eventually find it.

Gain the **"Arbiter"** part **6** status. Each Character loses 1 and gains 1 Exp. Exploration ends.

233

It was a mistake. The chieftain wakes up and shouts raise the alarm. You almost manage to escape – but one of the guards blocks your way.

Resolve the **"Giant Vanguard"** green Encounter (Difficulty 4).

Gain all remaining parts of the **"Spy"** status.

Exploration ends.

234

Together, you manage to learn the basics of the written Avalonian language. With every word you decipher, Nimue seems more troubled. Finally, you manage to convince her to explain what's wrong.

"The Avalonians... According to them, we are all connected. Us. Them. The creature that killed Merlin. They describe a circle of existence – a cycle of souls – where Avalon is the midpoint, a gateway between the human realms and the kingdoms beyond the stars. We are the lowliest creatures in this hierarchy, Avalonians are our middle brothers and sisters, and the thing you saw in Riverfall... Well, you get the picture. It also means that what we call 'colonization' or 'conquest of Avalon' for the creatures of the island is more like an invasion from the underworld. The knowledge contained in this archive is of paramount importance! We should make a large-scale excavation here, but I doubt Arthur will allow for that, until the war is won. And then, it might be too late...

You don't want to tell her that, but you understand Arthur. Mysteries of reality, and philosophical riddles have to wait, when the survival of humanity is at stake. You hope in some safer, calmer times you will be able to make more sense of it.

That is, if there will be any such times...

Each Character gains 1 and 2 Exp.

Gain part **7** of the **"Inquiries"** status. Exploration ends.

235

The case seems even more mysterious than it was at first glance. The clues you've found seem to indicate the crew first anchored the ship in a hidden cove, and then fabricated signs of combat and hijacking. But why?

Gain the **"Case Solved"** part **1** status.

Go to Verse 337.

237

Without a word, you remove your iron mask, showing a face ravaged by plague. The marauders take a step back.

"Come if you wish," you say calmly "But know that even if you win, you will gain more from me than you've bargained for."

After some nervous discussions, the marauders back away and let you go on your way.

Exploration ends.

239

Resolve the special **"Elder Shrike"** purple Encounter in **Verse 272.**

242

While going past one of the smaller beds, you notice some golden hair lying on a little pillow. This immediately gives you an idea. You know of a spirit you could use to divine the location of the hair's owner. This is a dark, taxing magic that will require an ounce of your own flesh in exchange. But what is an ounce of flesh compared to the long, dangerous search it will save you?

- **Go out and investigate the large hut** – go to Verse 342.
- **Leave the settlement and perform the ritual** (pay 1 Magic, 1 and lose 2) – go to Verse 270.
- **Retreat** – Exploration ends.

246

The old man is not easy to convince, but you manage to get through to him. He takes out a small locked chest, opens it and shows you a couple of sheets of parchment, containing detailed plans of the symbols.

Your eyes are quickly lost in the labyrinth of flowing symbols that seems to pull you in. It's hard to turn away from the page. You start to understand what workers can only suspect. Merlin created them to gain the attention of something across vast distances of cold skies. To bring something to earth.

With a shiver, you return the plans to the man. Somehow, when you close your eyes, you can still see these patterns swirling under your eyelids.

If you **don't have** the **"Supernatural Events"** part **3** status, gain 3 Magic and the **"Supernatural Events"** part **3** status.

Exploration ends.

250

Your failure has dire consequences. The Avatar reaches its cathedral, where it grows to an unimaginable size, protected by its worshippers. Faced with the direct threat to nearby Tintagel, the human armies have no choice but to attack. Blamed by many for your failure to contain the Avatar, and driven by your bitter remorse, you take part in the fighting.

The victory is extremely costly, not only to humanity as a whole, but also to you – and even despite your heroism, your reputation might never recover...

Gain all parts of the **"Fall From Grace"** status. Each Character loses all Reputation and gains 3 .

You've completed your Quest!

Each Character gains 1 Exp.

Remove the **"Treetop Cathedral"** Location card (**365**) from the game and replace it with the **"God's Fall"** Location (**366**).

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

251

The plan is simple and horribly risky at the same time. You are to head toward the Mouth of Tuathan and provoke the great army from within the city to follow you. Then, you will have to lead them to a stone basin with a wyrdstone spire, and make your stand there. Arthur can't reveal what will happen next.

"I know the Avalonians can access our minds. I can't risk one of them probing you and learning of the plan. You will have to trust me. The Pale Lady also says it's important to have as many menhirs active around the spire as possible when you make your stand at the basin. We want the Avalonians to have no wyrdness to lean back on. And the final matter: even though you've commanded forces in the field, you're not a general."

A loud grunt from the Lancelot, standing by the wall of the tent, makes you guess he seconds this notion.

"That is why Lancelot will accompany you, to keep discipline in your force and advise you. Now go, both of you."

The knight is shocked. He wants to say something, but the king waves him away.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Gain the **"Desperation"** Secret card (**72**).

Gain two random Secret cards **75** and a random Secret card **76**, if available.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 12: Part 2** card.

Do not change the structure of the rest of the deck.

If you **have** 2 or if you're **Thebalt**, go to Verse 269. Otherwise, Exploration ends.

252

If you **have** the **"Supernatural Events"** part **5** status, go to Verse 254. Otherwise, read on:

Overcome with greed, you keep digging through the bodies of your former comrades. Dazed by the stench, you fail to notice wisps of wyrdness that slowly creep over the uncovered graves. Soon, a vile mass of cursed souls starts to form right behind you.

Gain the **"Supernatural Events"** part **5** status.

Resolve the **"Slaugh"** purple Encounter (difficulty 4). Regardless of the result, Exploration ends.

Remember: **"Slaugh"** is a Guardian. If you fail to defeat the Encounter, it stays on this Location card!

254

The sight of the open graves and the memory of the evil you unleashed here curbs your greed. You cannot bring yourself to disturb the dead any further.

Gain 1 . Exploration ends.

255

As you approach the king's tent, knights and courtiers avert their eyes. You feel a strange, doleful atmosphere, as if they were mourning someone.

You enter the tent and stop dumbfounded. The man you knew and admired is something entirely else now: ten feet tall, with the shoulders of a giant and legs as thick as tree trunks. The new armor, made to suit his new form, looks thicker than the armored plates of a siege tower. Yet, the eyes that turn to you are familiar, with the same yearning and burning you've noticed many times before.

"Do not be alarmed," the king says, noticing you're speechless. "To start changing our fortunes, I had to change myself. When the Pale Lady showed me how pliable wyrdness is, and revealed that our enemies use it to take their physical forms, I decided I needed a new form myself. One that could challenge their best warriors. One that could survive in pure wyrdness... But enough talk! We have a campaign to win."

Each Character gains 1 . Go to Verse 251.

256

As you approach the king's tent, knights and courtiers outside avert their eyes. You feel a strange, doleful atmosphere, as if they were mourning someone.

You enter the tent and stop dumbfounded. The man you knew and admired is something entirely else now: ten feet tall, with the shoulders of a giant and legs as thick as tree trunks. The new armor, made to suit his new form, looks thicker than the armored plates of a siege tower. Yet, the eyes that turn to you are familiar, with the same yearning and burning you've noticed many times before.

"We're out of time," he says, shaking his head.

Then, he explains that with his and your every move, events accelerate. The people of Tintagel, tipped off about his control over wyrdness and slow, physical changes, begin to rebel. The enemy, scared of recent successes, regroups.

And now, the ultimate Fore-Dweller army has gathered in Tuathan, on the other side of the wall.

"There's one slim chance for us. I need to reach the heart of the enemy city. And that would require going through this undefeatable army. I have a plan, though."

Each Character gains 1 . Go to Verse 251.

257

You always keep your word, so in return for the secret, you respond to the most pressing of the traveler's questions: "I was born in Tuathan, the capital of the ones you call Avalonians. I am the hunger for secrets and mysteries, embodied in a single being. My parents, my masters, didn't like me. They feared that in the place of endless secrets, I shall become too powerful. Thus, they imprisoned me at one the furthest reaches of this island, in a primitive building made by a primitive race, with nothing mysterious in sight." Words swirls inside the traveler's mind along with traces of your magic.

Each Party member gains 1 **Magic**. Gain the **"Forgotten Prisoner"** part **1** status. Exploration ends.

260

You leave the marauders nothing but their clothes and distribute the wealth they've stolen among your men, taking a fair share. Soon, you leave the miserable band behind you, hundreds of miles from home, in the middle of the enemy territory. You doubt anyone will ever see them again...

The Commander gains 1 **Rep**. Exploration ends.

263

"Cuanacht!" you answer. "He was called Cuanacht."

The storyteller's face brightens.

"You're right! Now I remember. Cuanacht of the Wind Age."

People cheer, repeating the name. For you, it sounds much more familiar than it should. Almost like... home?

Remove the **"Quiet Plain"** Location (**351**) from the game and replace it with the **"Young Farmhold"** Location (**354**).

Gain the **"Borderlands"** part **9** status.

Each Character gains 2 **Exp** and 2 **Rep**.

Exploration ends.

267

Resolve the **"Warband"** gray Encounter. Regardless of the result, Exploration ends.

269

As you step out of the tent, you take a last look at the war map. Arthur's excuse for not giving you the full plan seemed a little strange. What if...

Suddenly, you feel cold sweat on the nape of your neck. What if there's no full plan? What if the plan is for you to draw out the main force of Tuathan and die somewhere conveniently out of the way, so that Arthur and his force may march into Tuathan unopposed? It's not like king hasn't sacrificed entire regiments or Royal Executors before.

Lancelot urges you on and you realize there's little you can do about it now. Sabotaging this campaign would mean the literal end of humanity.

Exploration ends.

270

You leave the settlement, carrying the lock of hair. When you're in a safe place, you perform the ritual – a spirit, lured with a piece of flesh carved from your forearm, appears. You bind it with arcane words, show it the lock, and send it searching.

After a long time, the spirit returns with information – this child lives inside some caves in a place called Titan's Steps. You release your dark slave and ponder your next move.

Duana gains 1 **Exp**. Go to Verse 180.

271

There are too many of them to carry, especially since some try to push you away. You have to convince them to stand and march on their own – a task as frustrating and difficult as a discussion with a drunkard.

Resolve the special **"Hallucinating Soldiers"** blue Encounter in **Verse 327**.

272

If you win, go to Verse 532. Otherwise, go to Verse 530.

273

CONGRATULATIONS! You've completed your Quest.

Discard the Enemy Army and its Order card.

Place the **"Resplendent Tuathan"** Location card (**398**) on the table. Move all Characters to this new Location. Discard all other Locations and Menhirs.

Gain the **"Trapped!"** Secret card (**26**).

Remove your Active Quest card from the game.

Find and resolve the **Chapter 14**: **Part 3** card. Do not change the structure of the rest of the deck.

Exploration ends.

275

You feel their tasty secret inside you. It's nourishing. In return, you tell the traveler everything they wish to know about your masters and Tuathan. While humans think them to be powerful, your former masters are pathetic – they lack human ambition. Avalonians have long held the ability to bend the wyrdness to their will – and they use it to satisfy all their needs and dreams. They fell into the trap of sloth and hedonism. They stopped reaching higher, content with what they had. For a brief moment, an ambitious ruler arose, his three eyes turned beyond the stars, but he was killed, as he demanded too much obedience and effort. The human invasion was the first thing to awaken the Avalonians from their slumber. Thanks to your kind, they evolve once again.

New knowledge nestles in the traveler's mind, along with scraps of other secrets.

Each Party member gains 2 Magic and 1 . Gain the **"Forgotten Prisoner"** part **2** status. Exploration ends.

280

Go to Verse 550.

281

Using every trick in your book, you manage to get them to safety. Their acting commander, a scarred sergeant, comes to her senses and helps you instill some order.

Each Party member gains 1 Exp. Gain the **"Valiant Defeat"** part **5** status. Go back to Verse 14 in the Chromatic Springs (**313**) Exploration Journal.

285

Lancelot is surprised by your request. He can't deny the Judgement to any man or woman brave enough to die for what they claim is right.

Bors gets down from his horse and unsheathes his greatsword.

"I will fight for our brotherhood," he says.

If there's more than one Character in the party, pick the Character who will enter the Encounter alone. Then, resolve the **"Allmother's Judgement"** gray Encounter in **Verse 364**.

286

He leads you into a dark alleyway, where three other hooded people await. They insist on blindfolding you.

Gain the **"Concerned Citizens"** part **1** status.

- **Refuse to wear the blindfolds** – go to Verse 190.
- **Accept the blindfolds** – go to Verse 331.

287

The knights jeer your feeble attempts. When you fall, Lancelot stands over your battered body and rips the Royal Executor's crest from your clothes. Then, the knights depart in silence.

Discard Secret card **55**. Discard any markers from this Location. Gain the **"Adversaries"** part **2** status.

Exploration ends.

288

As Bors falls, the Knights of the Round Table can't believe their eyes.

"You cheated," says Lamorak. "An upstart like you could never defeat Bors in a clean fight!"

"Unless guided by the hand of the Allmother," Lancelot says quietly.

There's a long silence. Then, one by one, the knights jump into their saddles and ride off.

Each Party member gains 1 Exp. Discard any markers from this Location. Gain the **"Adversaries"** part **2** status.

Exploration ends.

290

Your men make quick work of the brigands. Their bodies are piled under the lone rock and left to rot. Some of your men are balking at this violence against their former brothers in arms, but most see it as a necessary justice.

Each Party member with 1 or more gains 1 . The Commander gains 1 Rep. Exploration ends.

297

"Is that so?" her eyes narrow.

"Give me proof that things are any different! Prove you give a rat's ass about what I think, and you're not just mindlessly parroting what Arthur told you to say. What was my finest achievement in Kamelot? I told you this a moment ago."

Do you remember what it was?

- **Creating a magic arc lamp** – go to Verse 5.
- **Studying the anatomy of the dead** – go to Verse 67.
- **Translating a Fomorian tome** – go to Verse 83.
- **Finding out the Picts are about to rebel** – go to Verse 96.
- **Summoning a demon** – go to Verse 132.

300

Place one large marker on your Location card. If there are two or more markers there, go to Verse 696. Otherwise, read on:

"No, you fool!" Merlin shouts, as your rune begins to crackle and smoke, destabilizing the circle even further. "The lines overwri—"

The spirit wails again, drowning out the rest of his sentence. You quickly erase the last rune, ignoring the searing pain it causes you.

Each Party member loses 1 . Go back to Verse 477.

309

This time, the enemy doesn't plan to crash against your walls. Giant winged shapes fall from the sky. Doomwings! They drop several Reclaimers along the wall, who immediately drive their resonating rods into the stone. The wall begins to warp and buckle, stones flowing like thick tar.

Who do you send to stop them?

- **Send the Red Shields to fight off the doomwings** (requires Secret card **83**) – go to Verse 334.
- **Send the Knights of Tintagel to fight off the doomwings** (requires Secret card **100**) – go to Verse 429.
- **Meet the Reclaimers face to face** – *You can't be present all along the wall to chase off the doomwings, but you can tackle the Reclaimers they drop.* Go to Verse 445.
- **Do not risk losing anyone** – *The wall is lost.* Remove 1 large marker from this Location, go to Verse 451.

310

You can't bring yourself to dig here again...

Gain 1. Exploration ends.

312

Go to Verse 369.

315

You spend some time with the tribe, growing to appreciate their hospitality. Over time, you realize that even though you're the only survivor of your entire nation, you're not that different from other people who found shelter in Avalon. Many of them are the only survivors of their clans or their kingdoms, cities, or families. You realize you were entirely too focused on what differentiates you from the other settlers – and not on the common grounds. You were looking for your people to find a home, but you already had one – among other survivors and wanderers.

In the end, though you taught several tribe members some basic phrases and wrote them a letter they could show at Northpost to be allowed to trade, you wonder whether this work didn't teach you more than them.

Naazer gains 5 Exp. Gain the **"Reconciliation"** part **6** status. All Party members pass for the rest of the Day. Exploration ends.

317

Some invisible force tugs at the part of you that's beyond the edge of the hole. Something is trying to rip you in two. The sensation is extremely painful and causes you to recoil in terror.

Each Party member gains 1 and loses 1. Exploration ends.

319

Your decisive action helps save most of your force. The dawn finds you exhausted and sleepy, wading through the thick, lower layer of the forest, away from the barbarian settlement.

The Commander loses 1 Rep. Each Party member loses 1.

Exploration ends.

321

Merlin shakes his head in disappointment. He proceeds to weave a spell that drains even more energy off his weakened body.

If you **have** the **"Grave Wound"** status, go to Verse 40.

Otherwise, gain the **"Grave Wound"** status and go to Verse 351.

323

Reveal all Secret cards of the Enemy Army.

Finally, the enemy army marches forward, ground trembling under the weight of their wyrdsteel armor.

If you **don't have** the **"Defense of Tintagel"** part **4** status, go to Verse 309. Otherwise, read on:

Many of the enemy soldiers fall down the concealed pits and die impaled on spikes or struggle to climb out.

Discard one random Melee Unit from the Enemy Army and place 1 large marker on this Location. Go to Verse 309.

325

The structure is fortunately empty. Guided by thoughts that are not your own, you locate a small set of angular plates of opalescent metal that you know as wyrdsteel. With them, you return to the lady.

Gain the **"Wyrdsteel Keys"** Secret card (**6**). Then, read on:

If you understand her correctly, you have to push these plates into an angular indentation at the back of her mask. However, none of them seem to fit. Your thoughts boil again. Four. You are meant to use four, creating a solid filling. If you attempt to insert the wrong plate, the lock will raise the alarm.

Go to Verse 600.

327

If you **have** the **"Valiant Defeat"** part **2** status, draw one more card at the start of this Encounter. If there's only one Character in play, draw one more.

If you win, go to Verse 281. Otherwise, Exploration ends.

Hint: You can return later, but do not take too long, or someone else might discover them!

329

You walk along the moat, each step lighter than the previous one. The dark gate breathes cool air in your face, filled with unearthly scents. As you prepare to walk in, Arthur stumbles out of the dark, laying you flat on your back. The impact quickly sobers him.

"What are you doing here! I gave you an order," he barks. "I was almost lost. You would never manage to get out of this place."

Gain the **"Fall from Grace"** part **3** status. Read on:

As he speaks, you fight the urge to walk around him and into the castle. Arthur grabs you by the arm and hurries you in the opposite direction.

"Don't look back," he says, his voice trembling. "I reached the main chamber. I've seen it... It was too beautiful to touch. But now I know what we were lacking. My father Uther and I, we built an empire. There was Camelot. There was a Round Table. But one thing was missing. And this... this incompleteness made us vulnerable. There may still be a chance to fix that. The Lady... she taught me how..."

He stops and turns to you.

"We need to leave this place."

Remove the red marker from this Location and replace it with a large marker.

New Task: Leave this Location.

Exploration ends.

331

The group leads you through the back alleys of Tintagel for a very long time. Then, you walk down a narrow flight of stairs, and feel an underground chill. When they finally remove your blindfolds, you're in a dark room, a fat man in a golden mask sitting in front of you. He says he represents an influential group disappointed with Arthur's rule and his handling of the campaign in Avalon.

They will pay well for all confidential information about the king and his actions – especially if it's something that could help turn people against him. Seeing your expression, the man is quick to add that their plans will not endanger the citizens of Tintagel or any humans in Avalon. His two servants bring in a chest full of silver and golden coin from the Homelands.

"If you agree, we can give you a rather pleasant advance for your future services."

- **Ask him what's wrong with Arthur's rule** – go to Verse 22.
- **Accept** – go to Verse 57.
- **Decline** – *There are six armed men around you. This could get ugly.* Go to Verse 612.

333

A large circle of wagons soon appears in front of you. A heated argument is ongoing in the middle of it – two groups of wagon drivers and camp hands square off against each other. A bald storyteller, scroll tubes hanging from his robe like grapes, tries to break the argument with an eloquent speech that no one seems to be listening to.

- **Approach them** – go to Verse 229.
- **Leave** – Exploration ends.

334

Discard the **"Red Shields"** Secret card (**83**), discard the **"Doomwings"** Secret card (**86**) from the Enemy Army and place one large marker on this Location. Go to Verse 451.

335

As you approach her cage, the Pale Lady rises. In several places, her skin is broken with wounds. She extends her arms, each with an additional elbow, in a welcoming gesture. Only after a moment you realize she presents you with barely visible manacles, made from a semi-translucent, strange substance. A mask of the same substance covers her face.

You quickly discover these bindings are impervious to every tool and weapon in your possession. The woman nods gently, bringing your attention to something behind her. You walk around the prisoner and notice that the mask has a flat lock with an angular indentation.

The Pale Lady bombards your mind with strange feelings and concepts that flow into one another, like a dream. Key! She wants you to open the mask. She nods in the direction of a nearby structure, resembling the guard tower.

- **Search the guard tower** – go to Verse 325.

337

Searching the coastline, you discover a trail left by heavily-laden carts and pack animals. It leads east, toward a nearby young forest.

Each Character gains 1 **Exp**.

New Task: Look for Morgaine in nearby Locations.

Exploration ends.

340

You relay to the king the story of how you shaped and influenced the wyrdness in the real world through your dreams. Arthur's eyes light up strangely. He thanks you for your story and says it has dispelled many of the doubts that were troubling him.

Gain the **"King's Favor"** part **2** status. Then, choose one.

- **Tell him you can escort him to the tower** – go to Verse 370.
- **You have nothing to add** – go to Verse 750.

342

You manage to slip into the building unnoticed. Inside, you see a table with a wyrmhide map hanging from it. The chieftain sleeps on a bed nearby. Suddenly, he turns his head toward you, his eyes opened. You freeze in terror, but his face remains motionless. Does he see you in this darkness? Or is he still asleep?

- **Wait a moment and then continue** – go to Verse 233.
- **Stay frozen for a long while** – go to Verse 423.
- **Stay frozen until the pain becomes unbearable** (each Party member sets their to 0, loses 1 and gains 1) – go to Verse 92.

343

You bring in workers and soldiers with tools, forcing them to work all day.

Gain 3 **Wealth**. Place a Time Token on the **"Last Outpost"** Location (**311**).

Exploration ends.

344

The walls are now so close you can peer inside, where schools of small fish swirl in the black waters. You are hit by a gust of wind – the last air being squeezed out of this chasm.

You can only do one more thing.

Each Party member gains 1 . Then, choose one:

- **Attempt to keep the gem in its socket by force** (requires 2) – go to Verse 19.
- **Use your magic to reconnect the gem with the column** (pay 1 Magic) – go to Verse 72.
- **Put the gem into the opening at the top of the column** – go to Verse 85.
- **Push the gem into the hole in the base of the column** – go to Verse 117.
- **Push something else into the empty gem socket** (requires 1) – go to Verse 135.
- **Look for hidden switches or controls** (requires 1) – go to Verse 192.
- **Throw the gem right into the advancing wall of water** – go to Verse 220.

351

Darkness and chaos envelop you. When your vision returns, you're at the edge of the battlefield. Merlin is nowhere in sight, but at least you can now get as far from the battle as possible.

Discard the **"Trapped"** Secret card (**26**).

Attach Locations **312** (Extruded Plains), **313** (Chromatic Springs) and **315** (Failed Landing) to the appropriate edges of your current Location (Eye of the Storm). Then, attach Location **310** (Redwood Windfall) to the appropriate edges of Locations **312** and **313**.

Remember: For now, you cannot reveal or attach any more Locations, as they are not in range of an Active Menhir! Until you manage to find a Sanctuary to rest in, or activate a Menhir, you will suffer consequences outlined in the rules section of this Exploration Journal.

CONGRATULATIONS! You've completed your Quest.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 1: Part 5** card. Do not change the structure of the rest of the deck.

Exploration Ends.

355

The voyage is long, but uneventful. Due to the stormy sea and strong currents, the captain refuses to take you all the way to the cove filled with the wrecks of the unfortunate Tintagel supply fleet. Instead, she lets you off on a quiet part of the coast near the barbarian village in Stiltwood.

"Come to me as soon as you have him!" she says. "I will take you back to the cove."

Go to Verse 778.

357

This time, Arthur is not in his quarters. Instead, one of the servants brings you to a field hospital. You enter one of the long tents, choking on the smell of blood and fetid wounds, and you watch the embittered king making rounds, talking to soldiers, comforting the dying. When he finishes and notices your presence, he comes closer, his face overcast.

"While you were gone, we had another battle in the east, as we foiled the movements of an army that planned to assault Tintagel. A close victory, dearly paid for in blood. It's good you managed to break the stalemate at Hanged Man's Rock. The sooner we move to a more defensible location the less we will have to see... that."

His hand points to the rows of dying and wounded. Then, he sighs and turns back towards the entrance.

"Now, let's get back to the war room. There is something I need to show you."

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

360

The lock clicks. The mask falls, and the prisoner shouts, turning her manacles to dust, and bursting open the cage like an overripe fruit. The command the Pale Lady has over wyrdness is truly astounding. She hurries you along and you run to the edge of the fort, walls and structures opening up before you like pieces of parchment burned through by candle flame.

Discard the **"Wyrdsteel Keys"** Secret card (**6**). Then, read on:

You almost reach the edge of the fort, when sudden light pierces the wyrdness around you. Shielding your eyes, you look towards its source, and see an outline, forming in the air not far from the cage. A many-limbed, flickering, unstable apparition, extending a pair of radiant wings.

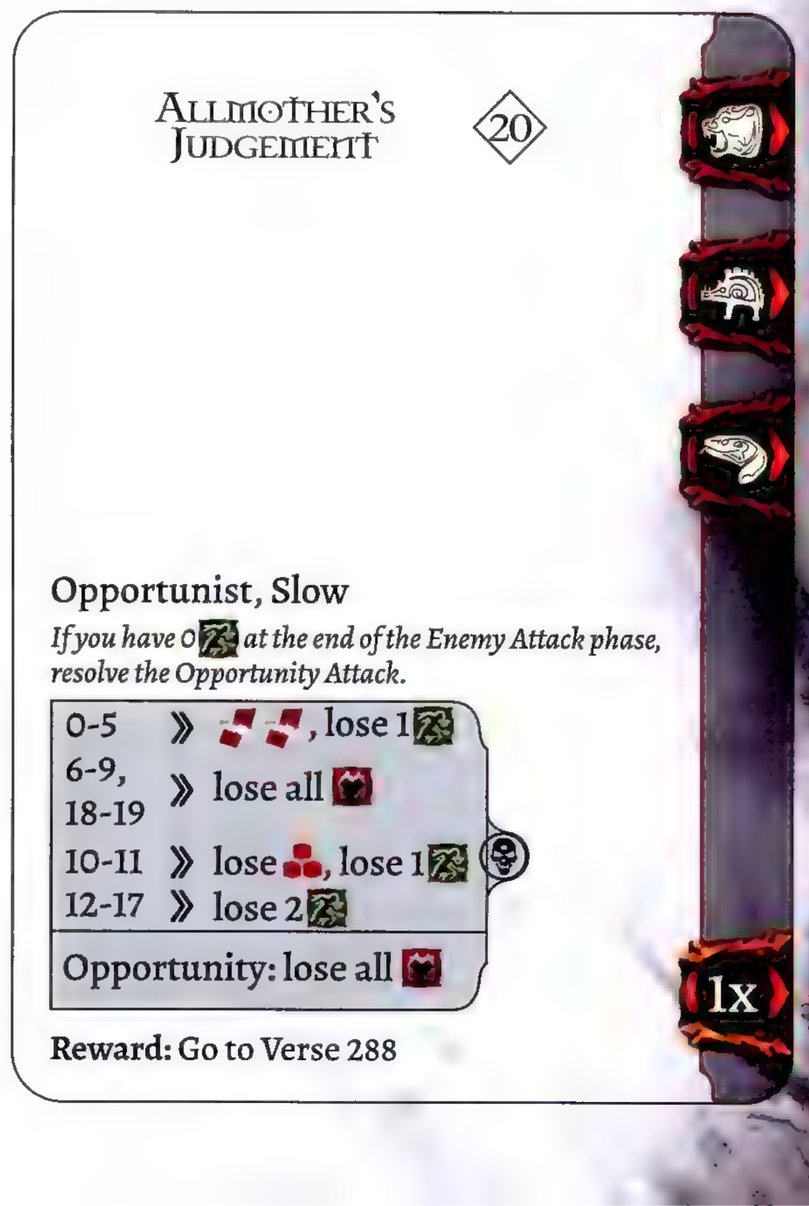
The thing that killed Merlin!

Go to Verse 672.

364

You cannot Escape or interrupt this Encounter in any other way until you win or fail. If at any point during this Encounter your drops to 0, set it to **"1"** instead and go to Verse 287.

If you win, go to Verse 288.


Allmother's Judgement
20
Opportunist, Slow
If you have 0 at the end of the Enemy Attack phase, resolve the Opportunity Attack.
0-5 » , lose 1
6-9, 18-19 » lose all
10-11 » lose , lose 1
12-17 » lose 2
Opportunity: lose all
1x
Reward: Go to Verse 288

367

Terror and cruel repressions lead to an open rebellion in the camp. For several hours, angered workers burn their tools and piles of construction wood.

Yvain eventually manages to bring order back, imprisoning some of the worst offenders. From the look on his face, it's not hard to discern he isn't exactly thrilled with your actions...

Each Party member loses 3 **Rep**. Exploration ends.

368

Eerie quietness falls over Tintagel. It is time. They're coming!

Replace the **"Quiet Tintagel"** Location card (**385**) with the **"Besieged Tintagel"** Location (**387**). Move all models, including the Menhir (if present) to this new Location.

If you **have** part **1** of the **"Defense of Tintagel"** status, you've prepared the Archers. Place 1 large marker on this Location for every **"Archers"** Unit you have.

If you **have** part **2** of the **"Defense of Tintagel"** status, you've prepared the Footsoldiers. Place 1 large marker on this Location for every **"Footsoldiers"** Unit you have.

If you **have** part **3** of the **"Defense of Tintagel"** status, you've prepared the cavalry in the forest. Discard the **"Cavalry"** Unit.

Go to Verse 374.

369

An older woman laughs at you and the storyteller. "No, you dimwits! He was called Cuanacht, so he was. Cuanacht of the Wind Age. I come from lands where people still make a feast in his honor once a year."

"Yes, I do seem to remember now!" The storyteller's face brightens, as he turns to you. "I'm sorry, friend. This woman is right. Cuanacht! That's who he was."

People cheer, repeating the name. For you, it sounds much more familiar than it should. Almost like... home?

Remove the **"Quiet Plain"** Location (**351**) from the game and replace it with the **"Young Farmhold"** Location (**354**).

Each Character gains 1 **Rep**.

Exploration ends.

370

The king laughs, raising Excalibur in its magical scabbard.

"Don't worry, the witchblade will keep me safe. It has cut down many enemies on the battlements of this fort and on the fields outside. No. If there's any danger, it lurks here. My departure needs to be as discreet as possible, if we're to avoid panic in the court. I go alone. And you – you have other things to focus on."

Go to Verse 750.

371

The horned creature does not attack. It appears to be waiting.

Gain the **"Huntsmen"** part **1** status. If **Special Event R** is revealed, go to Verse 125. Otherwise, choose one:

- **Attempt to communicate with the creature** – go to Verse 65.
- **Attack it** (only if **Special Event R** is not revealed) – *You've heard hair-raising stories about the servants of the Stagfather. Whatever it's doing here, it can't be good.* Go to Verse 468.
- **Leave** – Exploration ends.

373

Swindling these simpletons is as easy as taking a candy from a baby. They solemnly listen to your short speech about the duty and the survival of humankind. Then, they give up their wares, with only one or two mentioning their poor families.

If you **don't have** the **"Fall from Grace"** part **5** status, gain 8 **Food** and 1 non-Companion Item. Gain the **"Fall from Grace"** part **5** status. Exploration ends.

374

Before you are able to glimpse even a single Avalonian warrior, a thick cloud of wyrdness heralds their arrival. The opalescent tendrils begin to engulf the wall – and everyone standing atop.

- **Order archers to loose arrows into the cloud** (requires the **"Archers"** unit card or the **"Defense of Tintagel"** part **1** status) – *You hope at least some of them will find their marks.* Go to Verse 377.
- **Leave the wall and run to empower the menhir** (pay 6 **Magic** reduced by 1 for each point of your) – go to Verse 410.
- **Order your army to fall back from the wyrdness** – *They retreat to safety, giving the ground to the enemy.* Go to Verse 323.

375

The evening in the camp is silent and uneventful. You wander between the tents for a while and then walk up to the cliff's edge. You look south, at a long beach down below. The sun sets in the west, behind clouds of wyrdness, its last rays painting the sea red. Suddenly something begins to glow on the beach below. Bright letters of unknown language manifest before your eyes. You want to step forward. Bask in their radiance.

Then, cloud obscures the setting sun. The letters disappear, and the world feels cold and empty without them. You shake your head. Did workers fall prey to the same strange phenomenon?

New Task: Investigate beaches under the cliff.

Gain the **"Building the Future"** part **4** status. Each Party member gains 1 **Magic**. Exploration ends.

377

Hundreds of arrows fly into the mists, as you try to keep the archers in line despite the wyrdness that begins to surround you.

Roll a die, add your , and add +1 if you have part **1** of the **"Defense of Tintagel"** status.

1-5 – *The archers break quickly and fall back.* Remove 1 large marker from this Location.

6-8 – *You manage to keep firing for a considerable amount of time.* Place 1 large marker on this Location.

9+ – *You stand like a stone wall, inspiring other soldiers in Tintagel.* Place 2 large markers on this Location.

Regardless of the result, go to Verse 323.

378

Resolve the special **"Mob of Builders"** gray Encounter in **Verse 413.**

400

Go to Verse 550.

405

"Wrong!" Morgaine says. "If that's all you had, turn back and stop pestering me."

Gain the **"Unwelcome Guest"** part **2** status. Then, choose one:

- **Use your diplomatic skills to sway her** – go to Verse 675.
- **Leave** – Exploration ends.

409

After what feels like an eternity, Arthur emerges from the entrance, swaying and confused. He slowly walks up to you with distant eyes.

"Now I know," he whispers, his voice almost drowned out by the crickets and dragonflies. "We were never complete."

As he speaks, you fight the urge to walk around him and into the castle. Arthur grabs you by the arm and hurries you in the opposite direction.

"Don't look back," he says, his voice trembling. "I reached the main chamber. I've seen it... It was too beautiful to touch. But now I know what we were lacking. My father Uther and I, we built an empire. There was Camelot. There was a Round Table. But one thing was missing. And this... this incompleteness made us vulnerable. There may still be a chance to fix that. The Lady... she showed me how..."

He stops and turns to you.

"I now know what to do. We need to leave this place."

Remove the red marker from this Location and replace it with a large marker.

Gain the **"King's Favor"** part **3** status.

New Task: Leave this Location.

Exploration ends.

410

If there is no Active Menhir in Tintagel, remove 1 large marker from this Location and go to Verse 323.

Otherwise, read on:

By now, rekindling menhirs is second nature. However, this time you use more power than usual. Wyrdness recedes, coiling like leeches under a hot iron. The enemy army is now in clear view. It is one of the largest forces Tintagel has ever seen. You hope your defenses will prove enough...

If you **have** the **"Defense of Tintagel"** part **4** status, place 1 large marker on this Location.

Go to Verse 323.

411

After a moment, you notice a shape that seems to be growing fast, dashing along the seabed towards you. You barely have time to prepare yourself when an enormous creature resembling a horseshoe crab leaps out of the water and into your dry enclosure.

Resolve the special **"Abyssal Antrhopod"** purple Encounter in **Verse 444.**

412

The argument is settled. The farmhold will stand in this place, right in the middle of nowhere. There's only one last matter to decide: its name. People start suggesting various names related to Arthur, his knights, or Merlin and his apprentices. One person even suggests it could be named after you, since you helped them decide.

"No!" the bald storyteller opposes. "If we name our towns and lands only after the heroes of today, who will remember the Homelands a hundred years from now?"

"So, whaddya propose?" one of the farmers says.

"I once heard a story of a great hero of the Wind Age. When the storm striders swept through the known lands, destroying town after town, and city after city, this hero enlisted the help of the tribe of Dannan and kept defending his kingdom for three long years, until it was the only known realm to survive. This tenacity, this stubborn survival is what we need most in Avalon. We should name this place after him."

"What was he called?"

"I..." The storyteller scratches his bald head. "I think I forgot".

Some people burst into laughter, but not you. You've heard this story a long time ago, in the Homelands, and the name seems to return to you through the haze of time.

- **Cutanach...** – go to Verse 136.
- **Cuntacha...** – go to Verse 188.
- **Cuonacht...** – go to Verse 218.
- **Cuanacht...** – go to Verse 263.
- **Connacht...** – go to Verse 312.

413

If you win, and if there's a red marker on this Location, remove the red marker and go to Verse 367. Otherwise, Exploration ends.

415

The archdruid consumes some mind-expanding mushrooms and uses your arcane power to direct his visions. The process is long and excruciating, but at least it gives you something to work with.

According to the divination, one idol was recently somewhere in the south-western part of the island, held by people of ill intent, near the place where the sea and the land switch places. The second idol is surrounded with the noises of a big city and a ring of stone. The third idol lies quiet and forgotten, in an old stone building without windows on the eastern coast of the island.

Exploration ends.

416

Lancelot moves closer and looks you deep in the eyes.

"Perhaps you're right," he says. "I now see something in you I haven't noticed before. A potential for good. Somehow, I feel that one day, be it tomorrow or in a hundred years, the Round Table may need you."

There's a long silence.

"We will be watching," Lancelot says and rides off. The other knights follow him.

Gain the **"Adversaries"** part **6** status. Each Party member gains 2 **Exp** and loses 1 .

Exploration ends.

417

You're able to climb the table and peer at lines scribbled with soot on the back of ta wyrm's skin. Judging from the crudely painted landmarks, this seems to be a map. Black crosses mark several places.

A plan of attack? No, many regions of southern Avalon, devoid of human presence, are also crossed out. It looks like they were looking for something – and so far, they probably failed to find it.

Suddenly, you are able to piece everything together. Their children! They must have been taken as hostages. The only part the giants haven't checked so far are the highlands beyond Tintagel known as the Titan's Steps. You've heard there's a significant enemy presence there – and that's where you should look.

Go to Verse 180.

418

You try to sway the knights with your best arguments.

If you **have** the **"Legacy"** part **7** status, go to Verse 416. Otherwise, read on:

Resolve the **"False Accusation"** blue Encounter (Difficulty 3). You may not Avoid this Encounter.

If you win, go to Verse 419.

Otherwise, go to Verse 421.

419

Eventually, you are able to make them see your point. Lancelot looks ashamed.

"You're right," he says. "Treating you this way was unknightly. But you have to understand: your presence at Arthur's side is worrying..."

There's a long silence.

"We will be watching," Lancelot says and rides off. The other knights follow him.

Gain the **"Adversaries"** part **2** status. Each Party member gains 1 **Exp**.

Exploration ends.

420

Your fear gives you wings. You scramble up the wet rock while the corridor grows narrower and narrower until – somewhere halfway through – cold water crashes into you from both sides.

The sea spits you out, mangled and half-drowned. Each Party member loses 2 , 3 and gains 1 . Exploration ends.

421

The knights are unbending. Your words fall on deaf ears. Eventually, they grab you, and Lancelot rips the Royal Executor's crest from your clothes. Then, the knights depart in silence.

Discard Secret card **55**. Gain the **"Adversaries"** part **2** status.

If you **have** any Units, they disperse – discard them.

Exploration ends.

422

You wait on the beach, surrounded by shallow grooves filled with seawater. Finally, evening comes and paints the skies of Avalon red as the sun sets slowly behind the clouds of wyrdness hanging above Tuathan in the far west.

As the light of the setting sun passes through these boiling, opalescent vapors, and touches your skin, it seems to shimmer and cause a strange tingling. In these lights, filtering through a curtain of wyrdness like candlelight through a sheet, the beach's water-filled grooves begin to glow suddenly.

Soon, radiant signs and letters are all around you, pushing foreign words into your head and causing ecstasy, as if you imbued all the beautiful stories of the world concentrated into one, powerful transmission.

It is far too much. You lose consciousness.

Each Character gains equal to their . Go to Verse 449.

423

The wait is long and uncomfortable, but once you're sure the giant won't move, you resume the search.

Go to Verse 417.

424

You make your rounds, looking for any signs of trouble. Nothing seems to be happening in the camp. There's no need for you here today...

Place a Quest Token on the **"Quiet Tintagel"** Location (**385**).

Exploration ends.

426

"It is to you I owe my thanks," Drystan says. "You distracted her enough for me to make my move. And now that the hag is dead..."

"Is she, now?"

You feel sudden cold. Morrigan's head speaks, lying on the floor in a puddle of black blood.

"Fools! I will not forget this. The humans of Avalon will come to rue this day, even if it takes me a thousand years to rule over them! As for you, rat..."

Morrigan begins to scream, and you know you have no choice but to run away.

Go to Verse 587.

427

Standing atop a high rock, you begin your grand speech, trying to bolster the hearts of the soldiers around you.

Resolve the special **"Rousing Speech"** Encounter in **Verse 487.**

429

Discard the **"Knights of Tintagel"** Secret card (**100**), discard the **"Doomwings"** Secret card (**86**) from the Enemy Army, and place two large markers on this Location. Go to Verse 451.

430

The boy cries with fear once he understands what you are about to do. Still, your heart is unflinching. Justice is served, and soon everything is quiet once again.

Each Party member with 1 or more gains 1 . Gain the **"Valiant Defeat"** part **6** status.

New Task: Report your actions to the sergeant.

Exploration ends.

435

You find Arthur as he finishes sealing an official decree.

"I intend to put all the Stagfather's followers out of the bounds of law," the king explains. "There's no place for this cult in our future Avalon. You did well, helping bring them down. Nimue was also quite impressed – she sends her regards. She's not sure the Stagfather will ever die, even though we defeated his Avatar, but these days I'll gladly take even a partial victory. Now, let's go to the war map. There is something I need to show you."

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

439

Soldiers help you displace horrific creatures hiding under the piles of bodies, but many of them put up a fierce fight. There are casualties. All the time, you keep looking towards Tuathan, but at least it seems no enemy army is coming. Perhaps the menhir's aura shields you from their eyes – or they're simply busy elsewhere.

Soon, the pyres are ready, and you set them alight one by one. Then, you make a short speech. Though the soldiers are tired, they seem to appreciate the feeling of closure brought by this ceremony.

Each Party member loses all and Passes for the rest of the Day. Each Commander gains 1 Rep and then 1 Rep for each point of their . Gain the **"Eternal Rest"** part **1** status.

Exploration ends.

440

Finally, you see her clearly – bound in strange, translucent chains, crouched under an organic-looking irregular dome in the middle of the enemy's wyrdstone fortress. Above and beyond her, in the clouds of wyrdness, a towering dolmen looms.

The Pale Lady somehow notices you. She makes a gesture with her head, pointing to the camp surrounding her. What does she mean?

- **Try to influence the world around her** (requires at least three parts of the **"Dream Master"** status) – go to Verse 3.
- **Keep watching her** – go to Verse 61.

442

Everything seems clear as day. The bandits or barbarians assaulted the ship that belonged to the king's sister, and then kidnapped her. You have to save Lady Morgaine!

Gain the **"Case Solved"** part **2** status.

Go to Verse 337.

444

If you win, gain the **"Strange Encounters"** part **3** status. Then, go back to Verse 8 of the **"Inverse Fjord"** (**317**) Exploration Journal and make another choice.

Otherwise, Exploration ends.

445

You charge at the Reclaimers.

Resolve the **"Reclaimer"** purple Encounter (Difficulty 4). You cannot Escape from this Encounter or interrupt it in any other way. If you win, go to Verse 446. Otherwise, read on:

They beat you back and manage to deal considerable damage to the walls before they are disposed of.

Remove one large marker from this Location. Go to Verse 451.

446

Discard the **"Reclaimers"** Secret card (**86**) from the Enemy Army and place 1 large marker on this Location. Go to Verse 451.

448

You've made peace with your past. The memories of time spent with your family, the smiles, the almost-forgotten warmth, the afternoons spent in the gardens of your home, back in the Homelands – they will always remain an essential part of you, untarnished by the bitter end. And perhaps – in time – new memories will take place among them.

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

449

The midnight tide wakes you, its ice-cold water slowly creeping up your body that lies stretched on the beach. In the dim light of the moon. The sand is once again just regular sand in the darkness, and the radiant glyphs are gone. What caused them? Was it the work of an enemy who tries to sabotage the construction effort? Or is it an unknown natural phenomenon, caused by some interaction of sunlight and wyrdness? You have a lot to think about, but first, you need to disarm the threat.

- **You should plough the beach and destroy the symbols** – go to Verse 480.
- **You should return and warn workers they shouldn't look down the cliff during the sunset** – go to Verse 526.

450

Roll a die. If the result is 6, go to Verse 133. On any other result, read on:

The impenetrable blackness sucks the light in, but when you close your eyes, you feel the air is moving out of the hole, not into it. You stand for a while in this strange breeze, your eyes shut, until you begin to fill with smells, sounds and sensations from other lives and other worlds.

Each Party member may pay 1 to gain 1 **Magic**. Exploration ends.

451

If you **don't have** the **"Defense of Tintagel"** part **3** status, go to Verse 456. Otherwise, read on:

Place one large marker on this Location. Add one more marker if you have the **"Defense of Tintagel"** part **5** status. Then, roll a die and add your :

1-3 – *Cavalry strikes the surprised enemy from the rear. Unfortunately, they pay dearly for this daring charge.* Go to Verse 456.

4+ – *Cavalry strikes the surprised enemy from the rear and manages to push through all the way back to your lines.* Gain one **"Cavalry"** Secret card (**76**). Go to Verse 456.

455

You make your way onto the rock and approach the women with one hand on your weapon. Shivering in their ill-suited, light clothes, they explain they were traveling aboard a pleasure barge that was sent to improve the morale of the army. When it crashed, they managed to swim to this rock. They're hungry, cold, and afraid of the wyrdness-covered shore.

- **Point them to a safe place** (requires the **"Valiant Defeat"** part **2** status) – go to Verse 48.
- **Leave for now** – *They ask for some food, and you find it hard to refuse them.* Lose 1 **Food**. Exploration ends.

456

Panic spreads through Tintagel as its citizens realize this time their fort might fall. Struggling against the waves of panicked people, you see a large breach in the wall, four armed shapes flooding into the fort.

- **Lead your footmen into the breach yourself** (requires any Melee Unit) – go to Verse 481.
- **Stay back and command your footmen from the rear** (requires any Melee Unit) – go to Verse 483.
- **We have no army to spare!** – remove one large marker from this Location and go to Verse 492.

467

You make your rounds, looking for any signs of trouble. Nothing seems to be happening in the camp. There's no need for you here today...

Place a Quest Token on the **"Quiet Tintagel"** Location (**387**).

Exploration ends.

468

It rises up in the air, howling like a wolf on the hunt. Clouds of strange mist quickly start to converge upon you.

Resolve the **"Mistbearer"** purple Encounter (Difficulty 4). Regardless of the result, gain the **"Huntsmen"** part **2** status and read on.

The creature retreats, gravely wounded. Somehow, you're certain it will be back.

Exploration ends.

471

Ysabeau lives in a small hut on the edge of the asylum, her once-beautiful face covered with red cloth and her hands wrapped in bloodied bandages.

As soon as you see her, you fall into each other's arms and hug silently for a long time. After that, she wipes away a tear and reveals a truth that hurts you no less than your sickness did.

She says she never saw much of life. Raised and sheltered in a noble family, she was married to you as a young girl. While your knightly duties in the capital occupied you, she stayed behind in the vast, empty estate. She tried to be a good wife, since you were always kind and respectful, but thoughts about everything she was missing out on were slowly eating her from the inside. In all the years you spent together, you failed to notice her mounting despair. All you had to do was ask. But you never did.

Finally, as the ships sailed for Avalon, she hoped for a new life, a new beginning in a new land. That's why, when your symptoms began to show, she didn't think twice about reporting you. Since this was what the law required, convincing the children to accept her choice wasn't difficult.

With a voice strained by sickness and the weight of this confession, Ysabeau asks for your forgiveness.

- **Forgive her** – *Perhaps you were meant for this, not for your previous life.* Gain the **"Reconciliation"** part **3** status. Go to Verse 490.
- **Ask for her forgiveness** – *Perhaps you were not as good of a husband as you thought you were.* Gain the **"Reconciliation"** part **8** status. Go to Verse 490.
- **Leave her in misery** – *You can understand her point, but being betrayed by your closest one is too painful to forget.* Gain the **"Reconciliation"** part **4** status. Go to Verse 490.

475

Go to Verse 550.

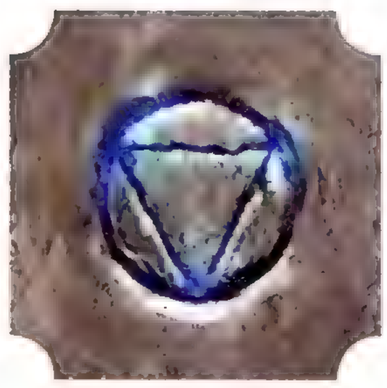
477

Trying to ignore the wailing of the spirit and Merlin's loud curses, you take a look at the runes. There's nothing left of the last rune in the sequence, and Merlin's hands are full. You'll have to figure it out yourself...

Choose the rune that would complete the **"Merlin's Runes"** Secret card (**60**). Then, go to the Verse number indicated next to your answer.

25

201



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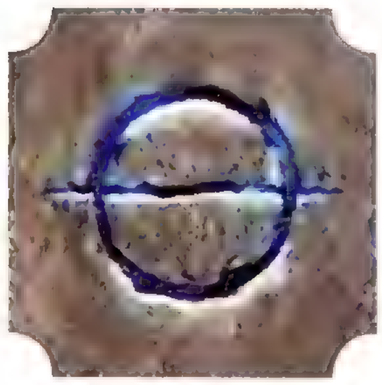

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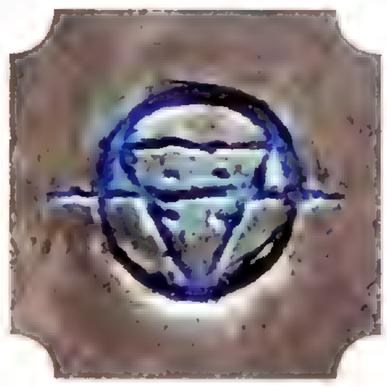


479

"Ah, yes. You humans and your love of schemes and mind games. You're in the wrong place, cur. Morrigan does not negotiate with mortals."

- **Ask her about her plans** – go to Verse 609.
- **Fight her** – go to Verse 599.

480

You cut down some heavy tree branches and drag them up and down the beach, erasing the glyphs. Destroying them makes you inexplicably sad, but every damaged symbol seems to release the tiniest whiff of magic. Some of it clings to you.

Each Party member gains 1 Magic for each point of their . Gain the **"Building the Future"** part **6** status. Each Party member Passes for the rest of the Day.

New Task: You should return to Yvain and report your success.

Exploration ends.

481

Place one large marker on this Location. Place one more if your or or is 4 or higher.

If you **have** the **"Defense of Tintagel"** part **1** status, go to Verse 491. Otherwise, go to Verse 492.

482

The men cheer your name. Naysayers grow quiet and retreat. You know not everyone will follow you out into the wilderness, but you should be able to raise enough force to reach Tintagel.

Gain the **"Desperation"** Secret card (**72**). Then, choose one:

- **Raise a single Unit** (requires at least 3 parts of the **"Survivors"** status and one part of the **"Weaponry"** status, only if you **don't have** any Secret cards **75**) – gain one Secret card **75**. Go to Verse 484.
- **Raise two Units** (requires at least 5 parts of the **"Survivors"** status and two parts of the **"Weaponry"** status) – gain two Secret cards **75**. Go to Verse 484.

483

Place one large marker on this Location. Place one more if your or or is 4 or higher.

If you **have** the **"Defense of Tintagel"** part **1** status, go to Verse 491. Otherwise, go to Verse 492.

484

If you're playing **Chapter 3**: **Part 3**, go to Verse 520.

Otherwise, Exploration ends.

487

If there's only one Character in play, mark the topmost slot of the Affinity track with a Quest marker – you need 1 less in each Stage.

If you win, each Party member gains 1 Exp.

If you don't win, place a red marker on this Location.

Regardless of the result, go to Verse 720.

490

If you **have** the **"Reconciliation"** part **1** status and either part **3** or part **8** status, go to Verse 448.

If you **have** the **"Reconciliation"** part **2** and 4 statuses, go to Verse 499.

Otherwise, read on:

Everything you went through, and everything you did, brought you no closer to a decision. Though you feel you should forge a new path for yourself, the past is too precious to let go. The moments, the smiles, the almost-forgotten warmth keep returning to torment you. Or – perhaps – this torment is simply what being human should feel like?

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

491

It's not enough! Towering enemy warriors begin to break the ranks of your infantry. You need some archers to shower them with arrows from the wall, or some riders to plug the gaps.

If you **don't have** any Ranged or Mounted Units, discard one Melee Unit. Go to Verse 492.

492

A ferocious battle begins inside the fort...

Place the Enemy Army on this Location and resolve a standard Battle with normal rules. In this Battle, gain 1 for each large marker on this Location card. If you win the Battle, note the difference between your total and the Enemy Army's total ; then, go to Verse 567. If you lose the Battle, go to Verse 616.

499

Your past was but an anchor, dragging you down. The memories of the time spent with your family in the Homelands were precious, but the later betrayal gave them all a bitter aftertaste. You decide you will be a stronger man without them. The sickness and torment hammered you into something stronger than you were before. It is time to bring this change further.

If you **don't have** the **"Reconciliation"** part **5** status, **Thebalt** gains 5 Exp. Gain the **"Reconciliation"** part **5** status. Exploration ends.

500

You have fallen prey to the dangers of Avalon, and your quest is forfeit. But this is not the end of your saga. The Allmother herself, who was watching your trials and tribulations, decides to intervene, even though bringing you to life causes chaos in the already fraying time continuity.

Gain the **"Saved by the Goddess"** status. If you're playing **Chapter 10: Part 2**, replace Location **387** with **385** and go to Verse 534.

Otherwise, go to Verse 504.

502

The goddess has to warp the time itself to allow you to continue your quest!

Gain the **"Saved by the Goddess"** status.

Erase all parts of the **"Civil War"** status from your Save Sheet.

Go to Verse 504.

503

The goddess has to warp the time itself to allow you to continue your quest!

Remove all red markers from the **"Tuathan"** Location card (**398**)

Gain two random Secret cards **76**.

Go to Verse 504.

504

Reset your Health, Energy, and Terror tracks to their default positions.

Every Character loses one point of a chosen Attribute.

Do not change your Event Deck! You continue the last Quest you were on.

Do not move your Characters or discard any Locations. Your Characters stay in the Locations they died in.

Continue the game.

IMPORTANT: Using the Allmother's Mercy does not turn back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play the Chapter differently than on your first attempt.

505

Your eager army roots out horrific creatures one by one and gathers the bodies of the fallen. You keep looking towards Tuathan, but it seems no enemy army is coming. Perhaps the menhir's aura shields you from their eyes – or they're simply busy elsewhere.

Soon, the pyres are ready, and you set them alight one by one. Then, you make a short speech, rousing your men. Though tired, they seem to appreciate the feeling of closure brought by this ceremony.

Each Party member gains 1 Exp, loses all and Passes for the rest of the Day. Each Commander gains 1 Rep for each point of their and . Gain the **"Eternal Rest"** part **1** status.

Exploration ends.

509

The sound of music and a woman's laughter come from somewhere within the forest.

- **Enter the castle** – *You're tired of waiting!* – go to Verse 329.
- **Wait** – go to Verse 409.

511

Another quiet patrol. The people of Tintagel nod as you pass, occupied with their daily chores. Bored, you step onto the wall and look far beyond the mist-covered trees. The wyrdness seems close today, despite the menhir... One of its tendrils almost touches the wall.

Suddenly, a scream from within the fort makes you jump. The sound of desperate fighting reverberates between the stone walls, coming from the king's quarters. You run down, with several surprised guards following you. How could the enemy infiltrate the fort without anyone noticing?

You run in, only to find Percival dying in a pool of blood, with an almost translucent, spiky creature looming above him. Several of his officers are already impaled on the creature's spikes, hanging in the air like broken dolls.

This is the biggest veiled shrike you've ever seen!

- **Charge at the creature** – go to Verse 239.
- **Run away** – go to Verse 530.

512

Fleeing, you turn back just in time to see Merlin, who tries to face the creature alone, placing a thick shield of pure energy in front of him. Seconds later, his body disintegrates into pieces, as the creature effortlessly breaks through the barrier.

You stop looking and flee even faster.

Each Character gains 3 and loses 1 Rep. Go to Verse 610.

513

"One thousand three hundred and sixty five," the king says, as you approach. "That's how many lives I had to pay for this small Avalonian outpost. And still, I had to tip my hand before time to claim victory."

The king stands up and looks at you with sad eyes.

"I have to do better. I have to BE better, if I am to..."

The king's words trail off, and you realize he's looking at Tutathan, looming far in the wyrdness. Is the king really thinking about storming the enormous capital of the enemy, with walls higher than any structure any human has ever built?

The king notices your hesitation and says:

"Let's not dwell on that right now. There's something I wanted you to have as a token of my appreciation for your quick actions in Tintagel."

He hands you a small, sealed scroll.

"This writ makes you the commanding officer of the "Black Kraken", one of our finest galleys. It will take you and any of your troops to wherever you're needed most in Avalon. And now, come with me. I have a command tent set up nearby – we shall confer there."

Gain the **"War Galley"** Secret card (**93**).

Go to Verse 772.

517

"Maybe you're right," she says. "I might not be in court, but everything I do is still about my brother. Maybe I should face him... Still, I'm not convinced I should abandon everything we've achieved here based only on this."

- **Tell her Arthur demands her to come back** – go to Verse 523.
- **Tell her Arthur begs for her to come back** – go to Verse 297.
- **Tell her there's a plot on Arthur's life** (requires Secret card **36**) – *To be honest, you're not sure whether she would condemn the plot, or join it.* Go to Verse 87.
- **Leave** – Exploration ends.

519

You are successful. Somehow, through the dream, your will is able to shape the wyrdness. You use this to sow chaos and destruction in the camp.

Hint: You may return here in further Dreams to cause more damage.

Go to Verse 61.

520

Gain the **"Valiant Defeat"** part **9** status.

From now on, you can command Avalon's armed forces! Make sure all players familiarize themselves with the **"Armies, Units, Commanders"** rules, found in Verse 10 of the Book of Secrets.

When, you're finished, go to Verse 521.

521

Take and read the **"Units and Commanders"** Help Card.

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 **Exp**.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3: Part 4** card. Do not change the structure of the rest of the deck.

Exploration ends.

523

Her laugh echoes far in the halls of the necropolis.

"Be gone and do not pester me again," she says. Her people quickly escort you outside.

Place a Time Token on this Location. Exploration ends.

525

The kelpie rides off, taking you with her!

Move the Focused Character to the lowest-numbered revealed Location. This Character loses 1 , gains 1 and Secret card **80**. The Encounter ends – place the Kelpie at the bottom of the appropriate Encounter deck.

526

You're reluctant to play with things beyond your understanding. You know the danger and you know how the workers could avoid it. This should be enough.

Gain the **"Building the Future"** part **7** status. Each Party member passes for the rest of the Day.

New Task: You should return to Yvain and report your success.

Exploration ends.

527

Arthur hears your report carefully and shakes his head once he hears of Drystan's deed.

"Poor young fool," he says. "He kept asking for a chance to join the Round Table. We wanted him to prove himself first, but this is not what I had in mind... Now, on top of everything that's happened recently, we have a scorned goddess of death to worry about."

The king shakes his head wearily.

"No matter. We have to manage. Now, let's go to the map. I've been planning something big while you were busy in the Reach."

- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

528

With some trepidation, you order your men to clear out the battlefield of hostile creatures and build large funeral pyres. They set to work eagerly. As much as they're afraid of the walls of Tuathan, looming in the distance, they don't want to leave their friends to rot on this unhallowed ground.

If you **have** at least 2 and there's an Active Menhir in this Location go to Verse 505.

If you **have** 1 and there's an Active Menhir in this Location, go to Verse 439.

Otherwise, go to Verse 590.

529

It's already past midnight, and the feast is still strong. The swords loom in the distance. Is it a trick of the light, or did they grow slightly since the evening?

Choose one:

- **Ask the king whether the giants were happy to know their children are safe** – go to Verse 570.
- **Ask Nimue what she did to the swords** – go to Verse 680.
- **Finish the feast** – go to Verse 533.

530

After the fight, you take a moment to catch your breath and assess the situation. Percival is dead, just like most of his command. The invisible creature flees, disappearing on the other side of the wall before anyone can catch it.

Gain the **"Eternal Rest"** part **3** status. Go to Verse 534.

531

Your curiosity overwhelms you. You gently touch the arm of one of the figures and watch as a spiderweb of small black veins expands from under your fingers. Then, the figure begins to crack like an eggshell. What emerges from inside, like an insect from a cocoon, barely resembles a human.

Gain the **"Strange Encounters"** part **7** status. Each Party member gains 1.

Draw and resolve the **"Warped One"** purple Encounter (Difficulty 2). Regardless of the result, Exploration ends.

532

Your swift assault saves Percival's life, but the knight loses much blood and is too weak to help quell the panic that begins within the fort.

Gain the **"King's Favor"** part **4** status. Go to Verse 534.

533

Next morning, you are summoned to a temporary headquarters that Arthur's staff raised in the camp...

Gain the **"Victories"** part **2** status.

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

534

With Percival and most of the command gone, Tintagel falls into chaos. You help calm the people left in the fort and reorganize the guards. All the while, you keep wondering about the reason for this attack. It was clear this predator was sent here on purpose. But what could it achieve?

The answer becomes clear later this afternoon. A tired messenger boy comes from the north, his horse foaming at the mouth. He reports that an immense Avalonian army has trampled through Northpost and is now advancing towards Tintagel.

Your heart racing, you look at the half-abandoned fort and scared faces of the people around you. As the one with the highest charge, you are now responsible for their fate...

CONGRATULATIONS! You've completed your Quest.

Each Character loses 1.

Discard all Quest Tokens from the **"Quiet Tintagel"** Location (**385**).

Discard the **"Menhir Hunt"** (**87**) Order card. Replace it with the **"Reclamation"** Order card (**88**).

Place an Enemy Army, consisting of all five face-down Secret cards **85** and two random face-down Secret cards **86**, on the **"Reclamation"** Order card.

Place a Time Dial on the **"Reclamation"** Order card and set it to **8** (1-2 Characters), **7** (3 Characters) or **6** (4 Characters).

Remove your Active Quest card from the game.

Find and resolve the **Chapter 10: Part 2** card. Do not change the structure of the rest of the deck.

Exploration ends.

535

The situation is dire. Many of your men died while asleep. Others are split into small groups that desperately try to repel the attackers who seem to be coming from everywhere.

- **Consolidate your force and fight back** (requires a Commander with at least 1 and 1) – *There's no such thing as a losing position.* Go to Verse 319.
- **Conjure a magical flare to light up the battlefield** (pay 2 Magic) – *This will cut through any confusion and help your men band together.* Go to Verse 319.
- **Spot a safe route out of the village** (requires a Commander with at least 2) – *You lead the men to slide down one of the roots that lead from the village center to the mangrove labyrinth below.* Go to Verse 319.
- **Sound the retreat** – go to Verse 620.

539

Red Shields step out and form a square around you. If you are ready to die, so are they.

Remove a red marker from this Location. Go to Verse 720.

540

The king calls you over to his war map, full of blue and red wooden blocks. He shows you a concentration of tall red blocks, near a drawing of a large dolmen.

"Of all the beasts we've fought on Avalon," he says, "giants are the most dangerous. Every time the enemy got close to breaching Tintagel, there was a giant or two leading the charge. Some time ago, I asked Merlin to gather more information on these creatures, and he found out that giants are actually not mindless minions, but a proud, independent race. Some of them choose to serve the Avalonians for their own reasons, but most keep to their villages. Or, at least they have so far..."

The king draws closer to make sure no one is eavesdropping.

"I have reports of giants moving from their other settlements to the dolmen west of here. Their forges work day and night. They are arming themselves. We must assume the worst: that an entire army of giants will be upon us shortly."

You slowly nod, trying not to show any fear, even though you know an attack like that could spell the end of Tintagel.

"You're probably wondering where you fit in here," Arthur continues. "I want you to learn what caused the ire of the giants, and what their plans are. Our survival might depend on it. And please, be careful. The last agents I sent to the Dolmen never returned. Giants might look brutish, but they're not as stupid as many believe..."

Gain the **"Trials"** part **2** status.

Go to Verse 541.

541

If you **have** more parts of the **"Fall from Grace"** status than the **"King's Favor"** status, go to Verse 542.

If the total number of Wealth, Food and Magic possessed by all Characters is larger than 20 per Character, go to Verse 542.

Otherwise, go to Verse 544.

542

- If you're playing **Chapter 4**, Go to Verse 160.
- If you're playing **Chapter 6**, Go to Verse 552.
- If you're playing **Chapter 8**, go to Verse 559.
- If you're playing **Chapter 10**, go to Verse 562.

544

You may choose one king's favor to help you in your quest:

- **Ask for the time of his private physicians** – each Character restores 8 and loses 6 . Go to Verse 542.
- **Ask for access to the armory of the Round Table** – draw seven Item cards. Take two of them. Put the rest on the bottom of the Items deck and go to Verse 542.
- **Ask for the help of royal magicians** – gain 8 Magic. Go to Verse 542.
- **Ask for some wealth** – gain 10 Wealth. Go to Verse 542.
- **Ask for additional training by his spymasters and knights** – each Character gains one free Combat or Diplomacy deck upgrade. Go to Verse 542.
- **Ask for nothing** – gain 12 Rep, divided any way you wish between the Characters. Go to Verse 542.

545

If you're playing **Chapter 13**, go to Verse 553.

If there's a Time Token on this Location, Morgaine won't talk to you right now – Exploration ends. Otherwise, read on:

Morgaine's men took over and secured the lowest levels of the Necropolis, and they continue to work here, in the light of strange lamps made of glass tubes with sparkling arcane energies inside. Morose handmaids and black-armored soldiers set up living quarters, laboratories and defensive posts. Morgaine is in the middle of this, surrounded on three sides by tables bending under the weight of books and arcane tools.

Gain the **"Traveler's Knowledge"** part **5** status. Then, choose one:

- **Ask what she is doing here** – go to Verse 7.
- **Ask her why she feigned her capture** – go to Verse 35.
- **Tell her Arthur needs her in Tintagel** – go to Verse 142.
- **Leave** – go to Verse 20 of the **"Isle of the Dead"** Exploration Journal (Location **334**).

550

You insert two plates, sliding them in their places. Everything seems to be going great. Then, you place another part. Immediately, the air around the Pale Lady's mask begins to ripple. She turns to you, fear in her eyes.

Though there's no sound, you're sure you've somehow raised the alarm. The prisoner pushes you away.

"RUN!"

Go to Verse 579.

551

As soon as you touch one of the gems, it stops shining. Then, it collapses into the pillar, rattles inside, and falls out of the opening at the top of the pillar, as if pushed by something from within. Instantly, the hundred-foot high walls of water begin to move, swallowing land at an alarming speed and closing on you from both sides.

You have only a few moments left.

Each Party member gains 3 reduced by their .

- **Push the gem back** – go to Verse 33.
- **Run to the shore** – *The long headland slopes up. You doubt you will cover even a third of the distance before the sea crushes you.* Go to Verse 420.

552

CONGRATULATIONS! You've completed **Chapter 6** of the **"Age of Legends"** campaign!

Discard the **"Reclamation"** Order card (**88**), if you have it.

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

553

You have no idea how Morgaine and her men lived in these depths, even with her magic and famous arc lamps. The air here is foul. The atmosphere – oppressive. Dark windows look at you like the eyes of the dead. The cold tombs are calling. You quickly grab what you came here for and leave.

Each Party member gains 1 for each point of their . Gain the **"Plunderer"** part **8** status.

Go to Verse 20 of the **"Isle of the Dead"** Exploration Journal (Location **334**).

555

The edge of the Forest of Whispers now looms before you.

"We need to go back to Tintagel as soon as we can. There, you'll receive your new assignment, and I'll be on my way to set some things in motion. Do you want to go with me? Or would you prefer to travel alone?"

Each Character gains 1 Exp and loses 2 .

Discard the **"Corbenic"** Location card (**395**) and move all Characters to the **"Forest of Whispers"** Location (**341**). Choose one:

- **Go your separate ways** – *Arthur nods and heads out alone into the wyrdness.* Go to Verse 557.
- **Go with him** – go to Verse 558.

556

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Find and resolve the **Chapter 8: Part 4** card.

Exploration ends.

557

You leave the forest and wander in the wyrdness until you manage to reach Northpost.

If the **"Northpost"** Location (**353**) is revealed, move all Characters there.

If the **"Northpost"** Location (**353**) is not revealed:

Discard all Location cards.

Place the **"Northpost"** Location (**353**) on the table.

Place a Menhir with three red markers on its base on this Location.

Move all Characters to this Location.

Attach all connected Locations.

If you're playing **Chapter 8: Part 3**, go to Verse 556.

Otherwise, exploration ends.

558

If the **"Tintagel"** Location (**380**) is revealed, move all Characters there.

If the **"Tintagel"** Location (**380**) is not revealed:

Discard all Location cards.

Place the **"Tintagel"** (**380**) Location on the table and attach all connected Locations (**370**, **375**, **372**, **371**).

Place a Menhir with 3 red markers in **"Tintagel"** and move all Characters there.

Each Character loses 3 .

Go to Verse 29 in the **"Tintagel"** Exploration Journal (**380**).

Discard the **"Secrecy"** Secret card (**28**).

559

CONGRATULATIONS! You've completed **Chapter 8** of the **"Age of Legends"** campaign!

Each Character gains 1 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

560

"My sister..."

The king lets out a deep tired sigh.

"She took one of the last ships from the Homelands, saving her accursed books even as our world crumbled around her. Her black galley never made it to these shores. I thought her to be dead, or lost in the mists surrounding Avalon, just like many others. Then, a week ago, a traveler from the southern coast reported seeing her flagship."

Arthur shakes his bearded head.

"She caused me so much grief back in the Homelands, always scheming, always pursuing some new, dangerous obsession. Yet, she is the only kin I have. The Allmother did not see it fit to provide me with an heir. I am alone, the last of the Pendragons. Having her by my side would show our dynasty is not yet finished."

"I cannot send an army, or the Round Table – the nobles of Tintagel would see it as favoritism towards my own blood. Please, see if she's still alive. And if she is, bring her to me."

"You might have to tell her I begged for her return. Do not hesitate to do so," the king adds with a smile.

Gain the **"Trials"** part **1** status.

Go to Verse 541.

562

CONGRATULATIONS! You've completed **Chapter 10** of the **"Age of Legends"** campaign!

Each Character gains 1 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 11** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

565

If you're in the **"Northpost"** Location (**353**), go to Verse 566. Otherwise, read on:

Arthur looms over the war table like a thundercloud.

"We're out of time," he says, shaking his head.

Then, he explains that with his and your every move, events accelerate. The people of Tintagel, tipped off about his control over wyrdness and his slow, physical transformation, begin to rebel. The enemy, scared of recent successes, regroups.

And now, the ultimate Avalonian army has gathered in Tuathan, on the other side of the wall.

"There's one slim chance for us. I need to reach the heart of the enemy city. And that would require going through this undefeatable army. I have a plan, though. One that involves your help. I need to visit the Pale Lady for my final... lesson. In the meantime, you should gather your forces and travel to Northpost. I will meet you there and give you your final orders."

CONGRATULATIONS! You've completed this Chapter of the **"Age of Legends"** campaign!

Each Character gains 1 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

566

CONGRATULATIONS! You've completed **Chapter 11** of the **"Age of Legends"** campaign!

Each Character gains 1 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

567

What was the difference between your total and the Enemy Army's total ?

0-3 – *A pyrrhic victory. You will be remembered as the one who almost doomed Tintagel.*

4-6 – *A costly victory, but a victory nevertheless!* Each Character gains 1 **Exp** and 4 **Rep**.

7+ – *Throughout the kingdom, everyone will be talking about your stunning victory at Tintagel!* Each Character gains 2 **Exp** and 8 **Rep**. Gain the **"King's Favor"** part **6** status.

Go to Verse 568.

568

The evening after the battle, as you coordinate clearing the fort's surroundings of remnants of the Avalonian army, a tired messenger finds you. The gods were generous today! As you held Tintagel, Arthur won a great victory in the west. He now wants you to join him in the captured Wyrdfort. The order states that on your way there, you are to check what stopped one of the supply convoys that never reached his army.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 3 Rep.

Remove the **"Wyrdfort"** Location (**347**) from the game and replace it with the **"Captured Wyrdfort"** (**350**).

Replace the **"Besieged Tintagel"** Location card (**387**) with the **"Tintagel"** Location card (**380**) and move all models to this new Location.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 10: Part 3** card.

Exploration ends.

570

The king looks at you with surprisingly sad eyes, considering the extent of his triumph.

"Well, you deserve the truth I suppose," he says. "I didn't tell them you freed the children. I told them we hold their children hostage and that we will slaughter them, should they refuse to bend the knee."

You are taken aback. Even the four-armed devils kept the little giants in safe confinement. The odd looks these towering warriors gave you suddenly make sense.

"Do not judge me. You see how close we came to annihilation today. I couldn't risk their rejection. And you told me yourself how much effort and risk they put in finding their little ones."

You leave the king to his dark thoughts and try to avoid looking into the giants' faces. You hope they won't break their word once they learn of Arthur's bluff...

Go to Verse 529.

571

You're now inside the fort, submerged in the primal wyrdness. Outlines of structures around you are barely visible. Compared to creatures who can see through this chaotic power, you're at a great disadvantage. To make things worse, every moment of being here causes you physical harm.

Each Party member loses 1 and gains 1. Sum up the number of your **"Sabotage"** status parts. Then, apply the following modifiers:

- +1 if you have the **"Sabotage"** part **5** status.
- +1 if you have the **"Sabotage"** part **6** status.

Now, check the total result:

1-2 – *You're ambushed!* Go to Verse 579.

3-4 – *A lone sentry suddenly comes out of pure wyrdness.* Resolve the **"Stakeslinger"** purple Encounter (Difficulty 3). If you win, go to Verse 335. Otherwise, Exploration ends.

5+ – *You manage to navigate the camp without incident and reach the cage you've seen in your dreams.* Go to Verse 335.

573

As you shake off the shock and begin to take account of your forces, you realize how costly, and close, the battle was. Most of the soldiers you led to battle today paid the highest price for this victory.

Each Commander gains 1 and loses 5 Rep. Each Commander discards all Units but one. Go to Verse 577.

574

For a victory of this magnitude, the casualties seem tame – with the exception of your own force that saw the brunt of the fighting.

Each Commander gains 2 Rep, 1 Exp, and discards all non-elite Units. Go to Verse 577.

575

An hour later, both human armies join at the edge of this new lake. The battle is over. Only a handful of enemies managed to climb out of the raging torrents and push back to Tuathan.

If there are any large markers on this Location, go to Verse 573. Otherwise, go to Verse 574.

576

CONGRATULATIONS! You've completed **Chapter 12** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Discard all Locations.

Either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

Pass for the rest of the Day.

Exploration ends.

577

As you sit exhausted on the stony ground, a giant shadow looms over you.

"I wish I could give the men time to recover. Alas it would be foolish," Arthur says. "Losing to lesser beings must have shaken our enemies. We camp here for a day to gather the wounded, but tomorrow, we're heading for Tuathan."

You nod your head and stand up. As you leave towards your regiments, you catch a glimpse of the Pale Lady, standing far from any humans, at the edge of the lake. As she peers into the abyss that claimed her kinsmen, she seems even paler than before. You try not to imagine the thoughts that must be running through her head.

- **Approach the Pale Lady** (requires 2) – go to Verse 589.
- **Go about your business** – go to Verse 576.

579

Enemies leap out of pure wyrdness, surrounding you. The creature commanding them, a titan on an enormous steed, moves in to claim the kill...

Resolve the **"Doomwing"** purple Encounter (Difficulty 5). Regardless of the result, you are forced to flee the Wyrdfort – Exploration ends.

580

The king brings you to his war map. Tintagel again stands surrounded by enemies, red blocks approaching menacingly from all directions. Arthur points to the roundfort.

"Tintagel has seen us through some dire times," he says. "But its location was always far from perfect. And with the last wave of ships to reach these shores, it grew far too small for our needs. That is why I've sent a team of my best architects and builders, under the protection of Sir Yvain, to this place."

His finger points to a crudely drawn stone outcropping on the eastern shores of the island, known among sailors who navigate these waters as the "Hanged Man's Tongue". You nod your head. It's not only one of the most defensible pieces of terrain in known Avalon. It also happens to be on the exact opposite side of the island from the intimidating Tuathan.

"Unfortunately," Arthur continues. "Some of the workers were found dead and recently my chief architect has fallen down the cliff in mysterious circumstances. The people speak of a curse and are afraid to work. I'm afraid someone is sabotaging this vital project. And while Yvain is a good man, he's not exactly the sharpest mind of the kingdom. I need someone more discreet who could handle the investigation. Learn who's behind these deaths. Dispense justice."

Gain the **"Trials"** part **4** status.

Go to Verse 541.

582

You cut the priest's ties and help him down. He thanks you, rubbing his stiff hands. He hopes you won't get into trouble for defying the king's orders and gives you a vial of Allmother's tears to reward you for your help.

Gain the **"Fall from Grace"** part **6** status. Gain the **"Arbiter"** part **4** status. Gain the **"Allmother's Tear"** Item – if it's not available, gain 2 Magic instead. Each Party member gains 1 Rep.

Exploration ends.

585

The creature lands, solid rock rippling under its feel like water. You cower before the heat and the light, while strange sounds flow through your head. Merlin moves to attack this new enemy, and you try to support him, but the creature deflects the wizard's magic as if it was hit with a wet rag.

For the first time, you see Merlin's face pale with fear. Once again, he orders you to save yourself, and reach Arthur, so that the knowledge of the menhir rites doesn't die. Without waiting for your answer, the wizard pushes you away with a surge of force. Then, he turns back to the creature and places a thick shield of pure energy in front of him.

The last thing you see is Merlin's body disintegrating into pieces, as the creature effortlessly breaks through the barrier.

Each Character loses 2 , gains 2 and 3 Rep. Go to Verse 610.

587

Pursued by a piercing shriek, you run, trying to get away from the mad goddess. You will never forget the sight of the knight's bleeding eyes and ears, and the skin peeling off his face like melting wax. There really is nothing worse than a goddess scorned.

Eventually, you emerge on the surface and you notice a bat tied to a hitching post. Without a second thought, you cut the rope, and grab the beast by its legs. If flies off in panic and quickly gains height. As you dive into the low-hanging clouds, you begin to realize this wasn't such a good idea. The bat tries to shake you off, and you have to struggle to not fall down into the raging sea below.

Fortunately, you manage to tire the beast enough to land on the mainland...

CONGRATULATIONS! You've completed your Quest!

Discard the **"Grand Arches"** Location card and move your all Characters to **"The Reach"** Location (**337**).

Each Character gains 1 Exp and 1 Rep.

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

Hint: Now that the military campaign has moved north, you may find Arthur in Northpost, if you don't want to go all the way to Tintagel to complete your Quest.

Exploration ends.

589

Her eyes are dead and void of any emotion, but you still express gratitude for saving you and your soldiers.

"Yes. Precious, human lives," she says quietly. "All I had to give for them was everything."

You leave the Pale Lady to her thoughts, but somehow you feel that the fact at least one human showed her any compassion matters – even if your soldiers are not happy that you waste your time on an Avalonian witch, instead of taking care of your own dying and wounded.

Gain the **"Arbiter"** part **7** status. Each Commander loses 1 Rep.

Go to Verse 576.

590

Your soldiers attempt to displace horrific creatures hiding under the piles of bodies, but many beasts put up a fierce fight. There are casualties. What's worse, you notice something stirring far away, at the foot of Tuathan's wall. Not willing to risk a military engagement, you sound a retreat.

Your soldiers abandon their fallen comrades and half-built pyres reluctantly and with anger – at least some of which is aimed at you.

Each Party member loses 1 . The Commander loses 2 Rep. Exploration ends.

599

As you draw your weapon, Morrigan laughs. Before you can blink, there are three of her, each slightly different. Badb sends a flock of giant ravens that rip you with their talons. Nemains throws spears that are faster than a blink of an eye, while Macha conjures vines that root you to the ground.

The more you bleed and suffer, the stronger the three Morrígna become.

You're badly beaten and barely clinging to life. Morrigan is one again, as she approaches you slowly, her bare feet making no sound on the stone cold floor.

"That was... exhilarating," she says. "I haven't fought a human champion in centuries. Is there anything you wish in return, before I end you?"

Each Character loses 2 and gains 2. Now, choose one:

- **Convince her to stop** – go to Verse 479.
- **Ask her about her plans** – go to Verse 609.

600

Decide which four keys shown on the **"Wyrdsteel Keys"** Secret card (**6**) you want to use to fill the indentation shown above.

Note the number of the key you did not use. Subtract the number of this key from the number of this Verse (600). Then, go to the Verse indicated by the result.

For example: If you don't use the key numbered 125, go to Verse 475.

605

Silvery fish chase each other in still waters below the moat.

- **Wait** – go to Verse 509.

609

It turns out that Morrigan is eager to talk about her schemes. She's certain that with the Homelands turned into a fetid graveyard, all gods and demigods followed the humans to Avalon. Many have not revealed themselves yet. They work in the shadows, trying to rebuild their religions.

Morrigan, on the other hand, prepares for a war to end all wars. She's certain that on such a small island, with so few humans remaining, there can be only one god. She wants to build up an army of followers and take a part of Avalon for herself before anyone can threaten her.

- **Convince her to stop** – go to Verse 479.
- **Tell her there are no other gods on Avalon; she is the last** – go to Verse 619.
- **Fight her** – go to Verse 599.

610

You run as far as your legs can carry you and hide in a dark crevice. Hours pass by, before you muster the courage to leave your hiding place. By then, your ragtag army is no more, soldiers scattered in all directions. Some retreated west, towards the outpost. Some ran to Tintagel.

The price was high, but you did manage to open the way east, and the knowledge you carry with you might change the outcome of the war.

Discard the **"Desperation"** Secret card (**72**). Discard the **"Sir Pelleas"** Secret card (**34**), if you have it – he went missing in the confusion and you're not sure whether he fled or died.

Discard all Unit cards.

New Task: Discover what killed the legendary Merlin. It may take a long time before you find any clues.

CONGRATULATIONS! You've completed **Chapter 3** of the Age of Legends campaign.

Each Character gains 2 Exp.

Discard all Event cards, including Active Quests.

Either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter!

611

As you march with Morgaine and her men towards the king's hall, the ruckus of the inner fort dies down. People watch you in silence. Some spit on the ground. It is clear bringing the infamous sorceress here did not make you any friends.

At least Arthur seems happy. The moment he notices his sister, his weary face lights up for the first time since you remember.

"My king! I believe we shouldn't..." Lancelot begins to say, but the warm hug between siblings silences everyone in the room.

They speak for a while, exchanging news, and scolding each other in a way that shocks most knights present in the room.

"So, will you do this?" the king asks in the end. You're not used to the sound of the king ASKING for something. "I need you by my side, Morgaine."

"Mother told me to take care of you, little brother, didn't she? Yes, I'll move to Kamelot as long as you keep all those pious fools off my back. Although... I really liked my place on the island. We took great pains in mapping and securing that damned place."

"This gives me an idea..." Arthur replies. "Father Daelin? Come forward!"

A gruff, bald priest in red garb steps out.

"You kept asking me for a place to keep all the diseased. Well, it seems my sister has found just the thing we need. Begin to move your asylum to her island at once."

The priest nods and then disappears.

"As for you." The king turns towards you. "Come with me to my quarters."

Discard the **"Morgaine's Guard"** Secret card (**46**).

Gain the **"Conquest"** part **I** status.

- If you're playing **Chapter 5**, go to Verse 615.
- If you're playing **Chapter 7**, go to Verse 730.
- If you're playing **Chapter 9**, go to Verse 690.
- If you're playing **Chapter 11**, go to Verse 565.

612

The masked man laughs and says he didn't expect someone who witnessed the Arthur's failure as a commander firsthand to defend the king. He gives you a strange, black pendant.

"If you ever change your mind, all you need to do is to walk through the fort wearing this. We will find you."

Gain the **"Mark of Treachery"** Secret card (**36**). Exploration ends.

614

"And now, for your next assignment..."

The king notices your expression and laughs.

"Did you think I appointed you an Executor for nothing! We're at war. Everyone gives all they've got. I haven't had a night of good sleep since we landed on this damned island. Speaking of which... That's exactly what I was going to talk to you about."

The king waves and his honor guard leaves the room with visible reluctance. Now that you're alone, Arthur draws closer.

"Everything I'm about to tell you needs to remain a secret, else it causes us all much harm. I... knew of Avalon before we made our way here. Back in the Homelands, visions of this place would often visit me in the small hours of the night. And with them – a woman; a strange, lanky creature with a third eye. She was calling me here. Only after we landed, I realized the woman in my vision was one of the enemies. I tried to wipe her from my memory. I suspected she wanted to lure me into a trap. Yet, recently, she keeps returning. She insists on showing me things. I find it harder and harder to resist her call..."

Arthur's shoulders slump, and he seems more tired than ever before. He continues:

"I cannot speak of my visions to my knights or anyone else. You must understand: if they knew the enemy holds the keys to my mind, they would start doubting me. I need this to end. Please, find her. Find out what she means, and if she means ill, if she's some witch sent to torment me, make sure she never comes again."

New Task: People who oppose Arthur's rule would pay well for the information that the king is going insane...

Go to Verse 670.

615

In his private rooms, in the presence of his trusted honor guards, King Arthur places his heavy hand on your shoulder.

"It would seem my trust was well-founded. Despite all difficulties, you passed your trial."

If you **have** Secret card **55**, go to Verse 618.

If you **don't have** Secret card **55**, read on:

The king pins a small symbol to your chest.

Gain the **"Royal Executor"** Secret card (**55**). Go to Verse 617.

616

You've failed the campaign!

Go to Verse 500 to ask for the Allmother's Mercy, or restart.

617

"This crest identifies you as a Royal Executor, my personal hands and ears. It's reserved for people who help the kingdom in urgent and secret matters, without drawing the attention that the presence of one of my knights always does. Your title will open many doors for you, and it even gives you the right to command troops, should such a need arise. Beware though." Arthur's face grows stern. "I have little sympathy for those who abuse their power."

Go to Verse 614.

618

"I see Nimue already fashioned you with her Executor's crest, and you made good use of it," the king says. "You may keep the crest. I was planning to give you one after this trial, and Nimue is due for promotion, so she doesn't need it anymore."

Go to Verse 617.

619

You can't help but laugh at her childish plan. Morrigan rises from her throne, fury in her eyes, but before she can say anything, you begin your story.

You tell her you've been to all parts of the island. Seen nearly all of its people. You've seen no other gods on Avalon. Lugh and Fáil didn't reach the shores of the island. Daghd is said to have died of Red Death himself. Cisonus is lost in the skies. Even the mighty Ceruno, god of the hunt, called the Stagfather by its ardents, is gone.

"You are the only one," you say. "There's no one to fight. All your beasts do is kill people who could become your worshippers."

This gives Morrigan pause.

"Perhaps I..." she starts.

Then, a flash of steel. You look in shock as the head of the goddess tumbles to the ground. Behind her, you see Drystan with a blade in his hand, grinning from ear to ear.

Choose your reaction:

- **What have you done?** – go to Verse 639.
- **Good work, knight! The hag is dead** – go to Verse 426.

620

You barely come out of the ambush alive, suffering heavy casualties and humiliation.

Each Commander loses 3 Rep. Each Character who has this Dream loses 2 and gains 3 .

Exploration ends.

630

Shortly after dawn, you stumble upon the site of a mass hanging. It seems that each day, new atrocities are committed by both sides. If the conflict lasts too long, any hope of reconciliation will be gone – and divided, humanity will be an easy target for the Avalonians.

Each Character gains 1 .

Hint: If you don't stop the civil war in time, you will lose the campaign! You may progress the conflict in every Settlement, but the final confrontation has to take place in Tintagel.

Continue the game.

631

This is a very unusual secret, with a distinct flavor that you never before had a chance to taste. In response, you also wish to surprise and delight the traveler. You tell them of places beyond the stars, where the wyrdness comes from, and where creatures have no form. You reveal their ambassador is in Tuathan, but even Avalonians have trouble understanding it or deciphering its intentions. Finally, you tell the traveler that humans, Avalonians, and the creatures above them are a part of a delicate cycle of reincarnation; siblings too different to understand each other, but bound by common destiny.

As the traveler ponders this revelation, you finally make your move!

Gain the **"Forgotten Prisoner"** part **3** status. Then, read on:

Pain in your arms and your back wakes you from your stupor. You were listening to the voice from the broch, then... You can't recall what happened next. But it seems that your body remembers well – you look down at your bloodied hands. You have broken nails, your palms are covered in blisters, every muscle in your back is sore. You're still standing in front of the broch, but now there are shattered tools under the wall: weapons, makeshift pickaxes, and simple stones. Did you lose control over yourself and try to set this... being free? You run away, clinging to the pain before the ominous presence takes over your mind once again. When you can rest, you discover that you wear a strange ring on your finger. It fills you with strange, warm energy. Why did the creature give it to you?

Each Party member Passes for the rest of the Day and discards 1 **"Weapon"** Item or **"Adventurer's Kit"** Item.

Then, choose one:

- **Discard the ring** – *It might have been used by the creature to control you.* Exploration ends.
- **Keep the ring** – go to Verse 219.

635

Out of desperation, you place skalds and bards in front of the gate, ordering them to play cacophonous music, while a pair of jugglers and a court jester perform in front of them. Some soldiers whisper this is one step too far, while Lancelot chuckles behind your back. You will be the butt of many jokes for weeks to come. Yet, Tuathan remains silent.

Each Party member loses 2 Rep. Exploration ends.

639

"I did what I came here to do! Don't you understand? I slayed Morrigan. I will join the Round Table! My name will be remembered among heroes like Lancelot, Galahad or Percival! I..."

A cold cackle interrupts him. Morrigan's head keeps laughing, lying on the floor in a puddle of black blood.

"Fools," she says. "I will not forget this. The humans of Avalon will come to rue this day, even if it takes me a thousand years to rule over them! As for you, rat..."

Morrigan begins to scream, and you know you have no choice but to run away.

Go to Verse 587.

640

The civil war rips humanity apart. Weeks later, a large Avalonian army mops up the remains. A small group of survivors flees on last of the ships, choosing an uncertain fate instead of certain annihilation.

You are not among them.

You have failed! Ask for the Allmother's Mercy and go to Verse 500 or your campaign ends here.

641

"You're here. Good," Arthur says, standing up. "I could not wait for you any longer on the forest's edge. I came down here and... Well, that's not important now. Come with me."

The king leads you to the gray, featureless wall. Does he want to climb? You look up at the cliff's face in disbelief, but Arthur doesn't even touch the rock.

"The Pale Lady. She is a good teacher. We understand each other so well it sometimes scares me. She showed me the ways of wyrdness. How to see through it. How to shape it with bare thoughts. It feels like... rediscovering something that I lost a long time ago."

The rock begins to change in front of him, opening a crude stone stairway up.

"Come," he says, noting your hesitation. "It's safe."

If you **don't have** Secret card **55**, go to Verse 647. Otherwise, go to Verse 646.

642

- If the die on this Location shows 1 or 2, go to Verse 450.
- If the die on this Location shows 3 or 4, go to Verse 317.
- If the die on this Location shows 5 or 6, go to Verse 173.

643

CONGRATULATIONS! You've completed **Chapter 8** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

644

"I was not happy when the Stagfather's followers began to rear their antlered heads on Avalon," the king says. "I knew them to be a primal, bloodthirsty cult. Still, there were many of them back in the Homelands, and if Avalon was to be a new home for all, I thought I have no right to deny them their place.

"I gave them the forest they asked for. They turned it into a fortress. I allowed them to trade with Tintagel. And now their ardents walk the streets, converting impoverished settlers to their brutal ways. But this..."

Arthur shows you a tattered piece of parchment. Its illustration depicts a giant horned beast trampling Tintagel under its hooves. The message underneath calls for the people of Tintagel to repent.

"Fore Thy Horned Father Returneth," Arthur reads the last sentence. "I need you to see if what they write here is true. If there is indeed a danger to Tintagel. Join their ranks. Learn what you can. Report your findings to Nimue – when it comes to supernatural threats, I trust her just as I trusted Merlin."

He hands you a small box made of black oak.

"You may consult her at any time using this. But be careful, it will only work once."

You accept the box – and your orders.

Gain the **"Trials"** part **3** status.

Go to Verse 541.

645

The human capital falls, and King Arthur is dead. A small group of survivors flees on last of the ships, choosing an uncertain fate instead of certain annihilation.

You are not among them.

You have failed! Ask for the Allmother's Mercy and go to Verse 504 or your campaign ends here.

646

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 8**: **Part 3** card. Do not change the structure of the rest of the deck.

Exploration ends.

647

As you make your way up, the king looks at you once again.

"Your Executor's crest seems to be missing. What happened?"

- **Tell him his knights took it away from you** – go to Verse 669.
- **Tell him you lost it** – go to Verse 682.

650

You gingerly open the chest, but as you reach inside, its lid snaps shut to crush your hands.

The Character who has the **"Merlin's Possessions"** Secret card (**41**) loses 3, reduced by their . Continue the game.

655

The woman breaks out from her stupor, her eyes become clear. She falls to her knees, looks around, and screams when she notices the cloud of wyrdness that sticks to her body. She runs toward you, leaving the dangerous mist behind.

After a while, she thanks you for saving her. She vaguely remembers her journey. She hopes that she wasn't affected by wyrdness to the point of no return. Now, more than anything, she wants to return to her home in Tintagel. Find her at the Royal Geographic Society if you wish to claim your reward – she doesn't have anything with her, so she can't pay you back now.

Gain the **"Strange Encounters"** part **9** status. Each Party member gains 2 Exp and 2 Magic. Exploration ends.

660

The king comes to make sure no one is eavesdropping.

"We see more and more worrying signs of some third power taking hold in Avalon. It started more than a year ago, when feral warbeasts began to attack travelers on the borders of our lands. Over time, the attacks got more and more frequent, but most people thought these were just another one of the endless horrors this island throws at us. Thing is, before he went on his last, fateful journey, Merlin performed... an in-depth examination of one of the captured beasts. He discovered they are a product of some dark magic, unrelated to the wyrdness.

"Recently, whole bands of the beasts began to threaten our colonization efforts of the northern coast. A fortnight ago, worrying reports of a large pack came from our new settlement in the Reach. And then, the Reach went silent. Find out what's happening – and if you can, put an end to this threat."

Gain the **"Trials"** part **5** status.

Go to Verse 541.

663

The Avalonian seems slower and more slumped than others you've seen. You realize it is probably very old, and very tired. It waits motionless for a long time, until the water just off the coast begins to swirl. Soon, a structure of delicate wyrdstone rises from the water; a filigree arbor with a floor covered in moving glyphs.

The Avalonian slowly climbs onto it and stands tall, extending its four arms. It lets out a loud, long sound that cuts off, as a dark cloud emerges from its head. The body falls limply into the sea. Black mist swirls and flies toward the sun. Then, the arbor sinks back beneath the waves.

Each Party member gains 1 Magic. Gain the **"Strange Encounters"** part **8** status. Then, choose one:

- **Dive in the water off the coast** (pay 2, requires 2) – *Can this strange structure hold some Avalonian treasure?* Go to Verse 27.
- **Leave** – Exploration ends.

666

A light suddenly shines above you, as if a second sun formed on the firmament. You look up, shielding your eyes from the blaze. Something is descending from the top of Tuathan's wall; a golden leaf floating from a tree. This figure is much larger than any of the enemies you've seen before, clad in yellow light that bends around it like a shroud, and surrounded by a cloud of arms that seem to flicker in and out of existence so fast you can't even count them. Its smooth, featureless head is surrounded by a revolving halo of eyes.

Somehow the creature manages to be regal and abhorrent at the same time; ethereal, yet emanating with strength. You gaze at Merlin, just to check whether you should be afraid. The look on his pale face confirms you should.

You order your soldiers to close ranks and prepare for the creature to land.

"No!" Merlin cuts you off. "It's not one of them. It's something else entirely! Run you, fools!"

As the creature lands and turns towards you, you feel your skin crawling and knees giving way. Soldiers begin to flee in all directions, some dropping their weapons. What was a certain victory, turns into a mindless rout.

- **Run with the soldiers** – go to Verse 512.
- **Force yourself to stay by Merlin's side** – go to Verse 585.

669

Arthur sighs.

"Spoiled, noble-born brats. On the other hand, considering your reputation, you can hardly blame them. They feel threatened. Still, that was a foolish move for them. It's just a piece of metal."

The king reaches for his pouch and hands you a new crest.

"Besides, I have plenty of them. Royal Executors tend to... expire pretty fast."

Gain Secret card **55**. Go to Verse 646.

670

CONGRATULATIONS! You've completed **Chapter 5** of the **"Age of Legends"** campaign!

Each Character gains 1 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

672

The Pale Lady looks just as shocked as you. With a strength you never expected from her slim figure, she lifts you up and storms forward. Astonished, you notice how the wyrdness in front now takes the form of a dark corridor, lined with walls of wyrdstone. The Pale Lady dives in – and emerges at the edge of the wyrdness, on the plains, far from the fort.

You collapse to the ground, physically and mentally exhausted. As you gasp for air, she towers above you, also reeling from exhaustion. Her long fingers touch your forehead.

You see an undefeatable army, amassing in the pure wyrdness of the enemy capital. Your king, Arthur, listening to the report of his scouts by his war table that bears far too many red blocks and far too few blue blocks. A wyrdstone spire, jutting out of a large basin. Suddenly, you now know what to do.

Then, darkness.

Move all Characters to any revealed Location connected to the **"Wyrdfort"** Location **347**.

Gain the **"Dreamquest"** part **8** status.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

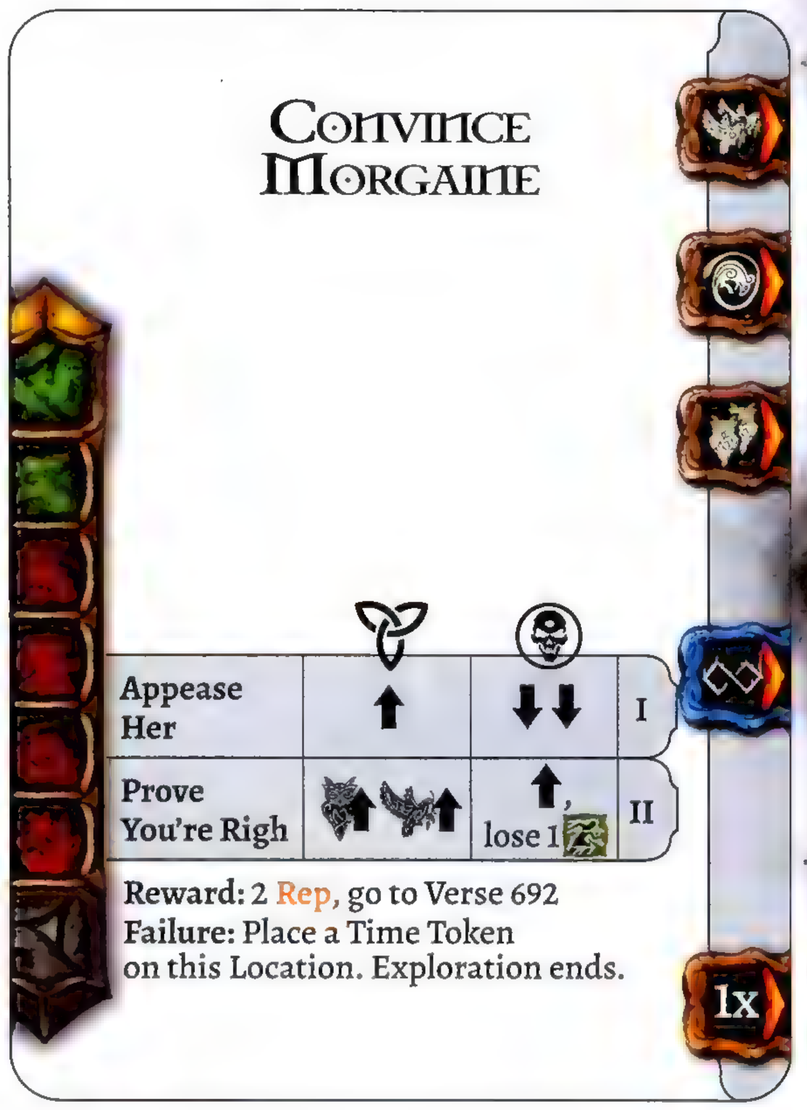
Remove your Active Quest card from the game.

Find and resolve the **Chapter 6: Part 3** card.

Exploration ends.

675

Resolve the **"Convince Morgaine"** Diplomatic Encounter on the side of this page. If you **don't have** the **"Unwelcome Guest"** part **2** status, start in the second stage of this Encounter instead of the first.



680

Nimue sends you a smile and draws closer to explain:

"Oh, it was just a small final touch our king insisted I do. If no one interrupts the spell, the swords will keep growing, year after year, drawing iron and other ores directly from the ground, like trees draw water. In time, they will become large enough that the giants will see them from their dolmen."

Go to Verse 529.

682

This angers the king.

"Do you realize how much harm it can do in the wrong hands? For your sake, I hope we don't hear about some impostor abusing his powers as an Executor."

He reaches for his pouch and hands you a new crest.

"You need it to do your work. Just try not to lose it again."

Gain the **"Fall from Grace"** part **9** status. Gain Secret card **55**. Go to Verse 646.

685

This time, a lady of the court discreetly intercepts you in the waiting hall, and leads you through the back, directly to the king's quarters. Even in the gloominess of his chamber, you see your king has slipped even further since the last time you saw him. His sunken eyes and slumped shoulders speak of weariness that makes you fear for the future of the kingdom.

You pay your respects, and the king turns to you and asks:

"Have you found her? The lady of my dreams? Her voice is gone – I think she's lost, like everything else."

With some hesitation, you tell Arthur that you've freed the lady, and describe the location she had shown to you – a gnarled wyrdstone spire in a large empty basin. The news fills the ailing king with fresh resolve. He stands up and calls for a page to don his armor.

"I know the place," he says. "Scouts found it a couple of months ago, in the northern part of the island. I shall go there at once. Alone."

The king's words shock you. How can he contemplate going into no-man's land, to meet a creature you know so little about?

"Lancelot will take charge in my absence. As for you," Arthur says, "I have another task I would like you to see about. Unless there's something you want to add..."

- **Tell him you were able to shape the wyrdness** (requires two parts of the **"Dream Master"** status) – go to Verse 340.
- **Tell him you can escort him to the tower** – go to Verse 370.
- **You have nothing to add** – go to Verse 750.

690

Following Arthur to the table with the war map, you notice he seems to have grown bigger. Or is it only an illusion, caused by his confident step, and new energy visible in his every move. The contrast against the tired generals and knights surrounding the map is so large you can't help but wonder where the king draws this new strength from.

"What I am about to tell you is a secret, known only to my knights and top generals," the king says. "If you let any word of this leave this room, you will be tried for treason. Understood?"

Before you are able to answer, Arthur shows you the spot on the map where a wyrdstone wart grows out of the plains south-west of Tintagel. The fort from where you freed the Pale Lady.

"What I've learned from my recent... excursion allowed me to form a plan. I know how to win this war. The first step is to do what the enemy expects the least. Attack."

A loud grunt from Lancelot makes it more than obvious Arthur's right hand disagrees with this notion. The king ignores him, focused on the enemy fort.

"This will be our first step. From this structure, the enemy controls the southern part of the island and cuts our lands in half. I will lead most of our armies and destroy this fortress. Unfortunately, this means Tintagel will become defenseless. I'm afraid my enemies might make use of this. That is why I need you, my most trusted Executor, to remain behind and keep your eyes peeled for any foul play."

"I'm thinking about giving you command of a banner of my knights to ensure the safety of the Tintagel, but – to be honest – I could use them in the upcoming battle. It's up to you. Are you confident enough you can handle things here on your own?"

- **Tell the king he can take the knights with him** – gain 8 Rep and the **"King's Favor"** part **5** status. Go to Verse 691.
- **Tell the king any soldiers would be appreciated** – gain Secret card **100**. Go to Verse 691.

691

CONGRATULATIONS! You've completed **Chapter 9** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 10** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

692

Outtalking Morgaine is not an easy feat, and yet you've managed to do that.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp and 1 Rep.

Gain the **"Morgaine's Guard"** Secret card (**46**).

Remove your Active Quest card from the game.

Find and resolve the **Special Event G** card.

Exploration ends.

696

The spirit wrestles itself free, extinguishing the other runes and wounding Merlin. You rush to save him, knowing that should he die, all your hopes die with him.

Resolve the **"Fore-dweller Spirit"** purple Encounter (Difficulty 3). You cannot Escape this Combat or leave the Encounter in any way (even if you are Dying).

If you win, discard all Quest Tokens from this Location, gain the **"Grave Wound"** status, and go to Verse 6 of the **"Quiet Battlefield"** (**314**) Exploration Journal.

If all Characters die, the campaign ends in failure. If you wish to ask for the Allmother's Mercy, go to Verse 500.

700

You have secured enough manpower and equipment to raise a respectable force. Time to head back to the outpost and make this a reality.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3: Part 3** Event card. Do not change the structure of the rest of the deck!

Now, choose one:

- **Return to the outpost in haste** (this will end your Day, only if the **"Last Outpost"** Location is revealed) – move all Characters to the **"Last Outpost"** Location (**311**). All Characters Pass for the rest of the Day. Continue the game.
- **Go at your own pace** – continue the game.

710

Move all Characters to the **"Tintagel"** Location (**380**). All Characters Pass for the rest of the Day.

Exploration ends.

711

This evening, a peculiar ceremony took place at the very tip of Whitepoint. An entire warband of giants came forward, their weapons gleaming against the setting sun. The king welcomed them astride his warhorse, flanked by the Knights of the Round Table. The giants' chieftain bowed his head and drove his sword, almost as tall as a house, into the ground. Then, two other giant commanders, the redhead woman representing the giants of the far north, and the bearded hulk representing the giants of the forest, did the same. Everything happened in total silence.

Then, Arthur gestured at Nimue, who stepped forward and addressed both groups:

"Let it be known that from this day on, the giants swear fealty to Arthur, the Savior of Men, the Conqueror of Avalon, the lord of the Round Table. Let these swords remind generations to come of the giants' promise to never again take up arms against men."

One by one, the giants bent the knee. Nimue raised her hands, and the air rippled with magic.

Soldiers cheered, shouting Arthur's name, and servants immediately started bringing forward army carts, converted into tables, around which giants sat with men, finally relaxed. It was time to celebrate!

Gain the **"Conquest"** part **4** status.

Remove the **"Whitepoint"** Location (**348**) from the game and replace it with the **"Giant's Oath"** Location (**349**). Move all Characters to this Location.

Go to Verse 529.

712

Executing several cowards on the spot sets a proper example.

Lose 3 Rep. Each Party member with higher than 3 gains 1 .
Go to Verse 720.

713

After reaching the outside, the giants' children rush down the steps and into the nearby woods. You have no chance to stop them. You can only hope you did the right thing, and that it will be enough to convince the giants to abandon their war.

As you leave the steps behind, an exhausted messenger stops his horse in front of you...

CONGRATULATIONS! You've completed your Quest.

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event K** card. Do not change the structure of the rest of the deck!

Exploration ends.

715

Amidst the airy dream that is Corbenic, behind the mists alight with gold, you find the Fisher King, still stooped over his oaken rod at the edge of a woodland lake. His weary eyes watch the water for ripples. The walls of the castle shine a pristine white, reflected in both his gaze and the mirrored surface of the lake. You hear only the buzz of dragonflies and your own heartbeat in this realm of contemplation.

"So, you've witnessed my failings," the king says. "You were there in the beginning, at humanity's fall, and at the end. You followed a path that began in the depths of Tuathan, and — through many different lives — ended with the fate of Avalon in your hands alone. Tell me: after all this, do you know the right question? Are you prepared to ask it?"

As you contemplate carefully, memories flood your mind. Hundreds of your incarnations — across time, of all sizes and genders, all imparted with the same guardian spirit of the same color — whisper to you in a single voice. Their collective knowledge leads you to a simple conclusion.

What is your ultimate question?

- **"Whom does the Grail serve?"** – go to Verse 734.

716

Dragonflies buzz over the lake. Crickets play in the meadows.

- **Wait** – go to Verse 605.

717

As the horrifying wave of enemies approaches, your line begins to unravel. Lancelot rushes to quell the panic, but he can't be in all places at once. You have to do something!

- **Make a grand speech** – *You will make the best use of your eloquence. Should you fail, the formation might break.* Go to Verse 427.
- **Show them you're not afraid** (requires a Commander with 4) – *You will take place in front of the formation and suffer the brunt of the first attack. Horrific injuries or death are a real possibility.* Go to Verse 729.
- **Make an example of cowards** (requires a Commander with 4) – *You will force the men into submission, by making quick bloody work of those who break the line. Your reputation might suffer, but the formation should hold.* Go to Verse 712.

720

The enemy hits your lines like an iron wave. Even bereft of wyrdness, Avalonian warriors are unbelievably strong. The first attack almost breaks your force, even though your men fight on a steep incline, behind rocks and boulders.

To make matters worse, you spot a bright point in the distance, above the battle. A many-limbed, flickering apparition is watching from above Tuathan's walls. Even if you manage to survive the onslaught, how do you plan to win against the creature that killed Merlin and scared the Pale Lady?

"It's madness!" Lancelot says, fighting his way to you. "Where's Arthur?"

- **"He will come!"** – go to Verse 722.
- **"He won't come. We have to retreat!"** – go to Verse 724.

721

You accomplished your task and returned alive – not something the king's agents are known for. Still, you know better than to expect lavish rewards or recognition.

If you **have** the **"Trials"** part **1** status and you **don't have** the **"Victories"** part **1** status: gain the **"Victories"** part **1** status and go to Verse 611.

If you **have** the **"Trials"** part **3** status and you **don't have** the **"Victories"** part **3** status: gain the **"Victories"** part **3** status and go to Verse 435.

If you **have** the **"Trials"** part **4** status and you **don't have** the **"Victories"** part **4** status: gain the **"Victories"** part **4** status and go to Verse 357.

If you **have** the **"Trials"** part **5** status and you **don't have** the **"Victories"** part **5** status: gain the **"Victories"** part **5** status and go to Verse 527.

722

You feel as if you're drowning. It takes all your strength just to keep yourself from dying in the relentless onslaught of enemy warriors.

If there's a red marker in this Location, each Character loses 6 reduced by their .

Read on:

You're about to give up when – far beyond the battle, on the other side of the basin – you notice a third army approaching. The pressure from the Avalonians lets up, as they notice this new enemy too. Their flank wheels to face this new threat.

"The Banner of Pendragons!" Lancelot shouts. "It's Arthur!"

However, Arthur's army does not charge into the basin. Instead, the Pale Lady steps forward. The Avalonians stop their attack, turning to her with almost palpable hatred, while she extends her hands toward the spire. Suddenly, the spire begins to turn. The sound of wyrdstone, ripped apart by forces beyond imagination, fills the air. Like a giant dagger, aimed at the heart of the island, the enormous structure begins to descend, inch by inch. The next thing you know, columns of water shoot up around the spire; an entire underground ocean, pushed to the surface. Avalonians begin to scatter. Doomwings shriek in terror. A boiling, muddy flood quickly engulfs those closest to the spire.

"Don't let them escape. Keep them in the basin!" Lancelot shouts, spotting the opportunity. Your soldiers quickly push against the confused Avalonians and spread along the edge of the basin. On the other side, Arthur's forces prepare to do the same.

The Avalonians try to fight both you and the flood, but without wyrdness to shape, they are just towering hulks in heavy armor. As the basin's slopes become wet, they slide down in mud, helpless like children. They extend their hands towards the heavens, as the water covers their three-eyed faces. A bright, shape-shifting figure in the skies tries to come to help, but as it gets closer to the basin, it begins to unravel into strands of light and is forced to return. It seems it can't exist without wyrdness.

Soon, the entire dale in front of you turns into a giant cauldron, the top of the spire jutting out of it like an island. The water laps your feet. There is an ominous silence.

Discard the Enemy Army.

Discard the **"Gnarled Spire"** Location card (**357**) and replace it with the **"Mirror Lake"** Location card (**358**). Move all Characters to the **"Mirror Lake"** Location.

Go to Verse 575.

723

Many of your soldiers abandon you, and many others lose heart. The upcoming battle will be that much harder...

Each Commander discards one random Unit and loses 2 Rep.

Place a red marker on this Location.

Go to Verse 720.

724

Your words cause many soldiers to break ranks and run – and even Lancelot now seems riddled with doubt. But it is too late to retreat now, with the enemy flanking your line on both sides.

Place a large marker on this Location. Go to Verse 722.

725

Days pass while you try to maintain a fragile peace in Tintagel. At night, cloudy, strange dreams haunt you; visions of the many-limbed, many-eyed flickering creature, floating in a torrent of pure wyrdness.

Finally, one morning, a messenger brings an urgent dispatch from Northpost. The first survivors of Arthur's expedition were spotted – small, ragged bands of wounded, hungry and broken men. Many different, bleak rumors sprout in the city, and you realize the only way to learn the truth is at its source. If Arthur and his army are truly gone, then the Age of Conquest came to an end. Preparations must be made for the civilians to flee Avalon...

CONGRATULATIONS! You've completed **Chapter 13** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

727

You disembark the ship in the Creaking Cove, walking onto the deck of another vessel that acts as a mooring post. Your unusual ward causes so much stir. But suddenly, the envoy stops.

"Traitor," it utters, as it extends its hand to a group of bystanders.

Before you can stop him, the envoy emits a wave of pure energy that blasts everyone on the deck off their feet. Everyone, but a single person, clad in a simple cloak. Nimue!

"Traitor!" the envoy yells, as its skin begins to shred. The bones and horns inside begin to unfold rapidly, and you can't believe how many of them were packed into the creature's humanoid frame. The skeleton grows, until it's as large as the surrounding ships. As flesh begins to cover it, Nimue screams:

"Run! It is him! It is the Stagfather!"

You instantly understand. Getting the envoy here was not a setup for the last part of the plan. It WAS the last part of the plan. And now, the ancient god of the hunt is unfolding himself on the creaking ships of the cove. Nimue grabs you by the wrist, and together you run through several swaying and creaking ships, trying to ignore the screams of people trapped between their hulls. As you get to safety of the shore, Nimue turns back towards the Stagfather's Avatar, now as large as the ships, trying to make its way ashore.

"I'm sorry! I'm sorry! I had to see him. To make sure he's not dangerous. He had to feel me prodding," she explains.

If you **have** Secret card **55**, go to Verse 728.

If you **don't have** Secret card **55**, go to Verse 731.

728

"I'll try to keep him here," Nimue says. "Please, gather as much help as you can and set up a blockade on the fields south of the Treetop Cathedral. The Avatar can't reach its shrine, or it will be too powerful to stop!"

As you turn to run, Nimue weaves a spell. Suddenly, the ships in front of the Avatar explode with fire. The beast rears and roars, causing waves that smash the hulls and rip out the chains keeping the ships together.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event P** card.

Exploration ends.

729

Without a word, you move into position in front of the ranks, in the center of the line. Here, you will bear the brunt of the enemy charge, but your sight fills human soldiers with courage.

Place a red marker on this Location. If you **have** Secret card **83**, go to Verse 539. Otherwise, go to Verse 720.

730

As soon as you enter the king's war room, Arthur says:

"I must return to the tower of wyrdstone. The lady... we're making progress, she speaks to me. Well, I suppose I shouldn't call this speaking, but I'm starting to understand her. And the things she says..."

Arthur is at a loss for words. He shakes his head, before continuing.

"Now that our flank is safe, I intend to push north. I sent Galahad and a party of knights to finish clearing out the steps. They climbed the cliffs by the way of the Dark Morass, they secured the northern passage and started raising a new camp, Northpost. I want you to go there and report to the camp's commander, as discreetly as you can. He will pass on my orders..."

The king looks at you with strange suspicion in his eyes.

"And one more thing, Executor. I heard rumors of people who would gladly see me vacate the throne. For your sake, I hope you have nothing to do with them."

You nervously nod your head.

CONGRATULATIONS! You've completed **Chapter 7** of the **"Age of Legends"** campaign!

Each Character gains 2 Exp.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

731

"You will need to gather as much help as you can and set up a blockade on the fields south of the Treetop Cathedral. Take this. It will allow you to raise troops and command the king's armies."

Gain the **"Royal Executor"** Secret card (**55**).

Hint: You may raise troops in Tintagel (**380**), Windswept Highland (**367**) and several other Locations.

"Remember, the Avatar can't reach its shrine, or it will be too powerful to stop!"

As you turn to run, Nimue weaves a spell. Suddenly, ships in front of the Avatar explode with fire. The beast rears and roars, causing waves that smash hulls and rip out the chains keeping the ships together.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Special Event P** card.

Exploration ends.

734

The Fisher King smiles beneath his beard and slowly nods.

"So simple a question, isn't it? And the answer is likewise. So, whom does the Grail serve in the end? The kingdom? The gods? The knights and kings of our mortal world?"

Yet again, an answer comes to you effortlessly.

- **"The Grail serves only those who seek it."** – go to Verse 760.

735

Frightened soldiers start to pass your words around, and the lines begin to unravel. Lancelot sends you a furious glance, then rushes to quell the panic, but he can't be in all places at once. Many soldiers retreat, but the rest stay. You cannot abandon them like that.

Place a large marker on this Location. Go to Verse 717.

745

In the middle of this quiet room at the back of the bastion, a war map lies on a round table that's a pale replica of the grand Round Table left in the Homelands.

Near the table, witnessed only by one silent knight, the king tells you he'd rather not have you give an account of your campaign in front of all these people. Especially now, when so many question his rule. Still, the milk is spilled, and Arthur holds no grudge for speaking the truth. Especially considering how impressed he is by your lone trek from the western lands.

"I'm surrounded by vipers and snakes," he says with a weary voice. "I could use someone like you – with no loyalty to any noble family, and with your experience in travels through the wyrdness. If you help me, perhaps we will find a way to make the Avalonians pay for the death of Merlin and for the slaughter you've experienced... First, there's an urgent task I'd like to give you."

Gain the **"King's Favor"** part **1** status.

Go to Verse 750.

750

The king sends you on a secret mission of grave importance.

Choose which mission you'd like to embark upon.

Hint: Throughout the campaign, you will be able to pursue several of these stories, but not all of them. Choose carefully and make sure to visit different parts of the island for a more varied experience.

- **Locate the king's sister** (only if you **don't have** the **"Victories"** part **1** status) – *Lady Morgaine never arrived from the Homelands. Her galley was lost at sea with all hands. Recently, however, some travelers claim to have seen her ship in a sheltered cove on the southern coast of the island.* Go to Verse 560.
- **Help in the war against the giants** (only if you **don't have** the **"Victories"** part **2** status) – *An army of giants is amassing to the west, in the central part of the island. Even a couple of these fearsome enemies posed a challenge during previous sieges. A whole warband of them could easily overpower Tintagel.* Go to Verse 540.
- **Investigate the Stagfather's cult** (only if you **don't have** the **"Victories"** part **3** status) – *The ardents of the dark god of the hunt are growing more numerous by the day, and they are raising some giant structure in the forest not far from Tintagel. It is imperative to discover their plans. This task will lead you to the far western part of the island.* Go to Verse 644.
- **Aid the builders** (only if you **don't have** the **"Victories"** part **4** status) – *Tintagel is too small to be the seat of the king. A group of architects and engineers was sent north-east, to the eastern shore of the island, to find and secure suitable ground for a new, much larger, and more formidable fortress. Unfortunately, their reports stopped not long ago. Try to find out what's wrong.* Go to Verse 580.

751

Thus, ends your story. From the chaos of a lost battle, through unknown lands you returned to struggling humanity, bearing the most precious gift of all. In times of uncertainty and strife, you carved your own path the best you could until – eventually – you marched into Tuathan and faced an envoy from the dark beyond.

Although your journey ends, your actions leave an everlasting mark on the history of Avalon.

You have finished the Age of Legends campaign!

If you **have** the **"Victories"** part **6** status, go to Verse 830.

Otherwise, go to Verse 800.

755

In the darkest depths under the arches, where the roar of the sea seems to be coming somewhere from above, you enter a cave too regular to be natural and too ancient to be made by people. There, a fair-skinned woman sits on a throne – hands with sharp talons rest on her lap. If she was standing, she would be twice as tall as you.

So, it is true. The ancient goddess, Arthur's mortal enemy, came to Avalon.

"Watching your daring exploits was a welcome distraction," she says. "But now, it ends."

- **Fight her** – go to Verse 599.
- **Convince her to stop** – go to Verse 479.
- **Ask her about her plans** – go to Verse 609.

760

"A fact it took me all too long to understand," the Fisher King says with a sigh. "The Grail was made to be sought, not to be found. It is a goal to which we strive, but never achieve. You see, a person could have all the riches and happiness of the world yet they would still desire more — the return of a loved one from the dead, a frontier unseen, a new life in a different time, in a different world....

"Humans are not designed to be content with what we have. We desire always what lies beyond the next hill, or around the next bend in the road. And the Grail ... well, it provides us with the ultimate, purest goal."

The morning wind chases away the mists, and the castle on the lake shimmers blindingly like a mirage.

"The first time I stepped into Tuathan, I was sure the Grail was a missing piece of my legend. I thought that if I created one of wyrdness, all would be complete. I was never meant to find the Grail, though — no one is. In my arrogance, I used a primal, dangerous power to obtain that which should remain unobtainable."

As he speaks, you find it hard to focus on his words. Your shoulders feel peculiarly light. The ground beneath your feet seems to dissolve.

"Do not be alarmed," the Fisher King says. "You asked the right question. In very few legends of the Grail there is one capable of doing that. The Grail has accepted you."

As everything dissolves into pure light, you hear the distant final words of the Fisher King — of Arthur Pendragon, the Once and Future King.

"Time to begin anew."

Discard all Location cards. Place the **"Ends and Beginnings"** Location card (**399**) on the table and move all Characters there.

When you're ready, explore this new Location for free.

771

Now that more and more settlers reach the northern part of the island, a new problem arose that requires the attention of a Royal Executor.

- **Assist the frontier settlers** (only if you **don't have** the **"Victories"** part **5** status) – *Feral warbeasts, a product of dark magic not related to wyrdness, attack travelers in the far corners of the land. There has been no word from one of the new settlements in the Reach.* Go there and investigate. Go to Verse 660.
- **Locate the king's sister, help in the war against the giants, investigate the Stagfather's cult, or aid Kamelot's builders** – go to Verse 750.

772

The king quickly lays out the situation. You can either tackle one of several problems that arose throughout the realm – or focus on pushing the conquest of Avalon to the end as fast as possible.

You can forgo the next Executor Quest and move directly to the next step of the war for Avalon, if you wish!

- **Assist the frontier settlers** (only if you **don't have** the **"Victories"** part **5** status) – *Feral warbeasts, a product of dark magic not related to wyrdness, attack travelers in the far corners of the land. There has been no word from one of the new settlements in the Reach.* Go there and investigate. Go to Verse 660.
- **Locate the king's sister, help in the war against the giants, investigate the Stagfather's cult, or aid Kamelot's builders** – go to Verse 750.
- **Focus entirely on the war of conquest** (this will skip **Chapter II**) – go to Verse 565.

773

With some trepidation, you bring Faol to the spirit healer and ask the one question that sent you on your travels, months ago.

"Is she... my mother? Please, tell me the truth."

The Spirit Healer nods silently. She lights up some incense. She covers the wolf's head with ochre paintings and falls into a deep trance. When she wakes up, her face is troubled.

"This question... There's no easy answer I could give you, I'm afraid," she answers. "If you want to know if the spirit of your dead mother found a home in its body, then... no. Your mother died and stayed in the Homelands."

You feel a lump in your throat as you fight an urge to lash out at her, to deny her with all your strength.

"But... As you were traveling the world with this wolf, braving the wyrdness, you did something to it. You imprinted it, slowly changed it. And now... there is something in this animal. An echo of human consciousness buried deep, nascent. So, is it your mother, after all? Or not? It's up to you to decide my child."

You cry, cradling Faol's warm head. The wolf licks your face as if it was trying to tell you none of it matters.

If you **don't have** the **"Inquiries"** part **4** status, **Caolin** gains 5 Exp and loses all . Gain the **"Inquiries"** part **4** status. Exploration ends.

775

Arthur makes the most of the time you gave him. As you keep the Ever-dweller distracted, he starts to give shape to the enormous torrent of primordial wyrdness. Slowly, a castle begins to surround the king, until walls obscure him, climbing higher and higher.

The creature lets up its assault and flies away with a strange multi-pitched wail. Does it know it lost?

It seems, though, that Arthur is losing too.

The castle is wrong. It was clearly modeled after Camelot from the Homelands, but the larger it grows, the more it skews, walls bending like an image on melting glass. Giant stones fall down. Walls flow like tar. Without a second thought, you rush into the structure to help Arthur.

Lower courtyard. Upper courtyard. A hallway, twisting around itself like a braid. A throne room with a luminescent cocoon where a throne ought to be. Arthur's pained scream comes from the side – from the chamber of the Round Table.

Go to Verse 790.

776

There's not enough room for your troops aboard!

- **Disband your troops** – *You thank them for their service and send them off to Tintagel.* Discard all your Units and gain 1 Rep for every Unit discarded this way. Then, go back to Verse 777.
- **Reconsider** – Exploration ends.

777

If you **have** any MP and you **don't have** Secret card **93**, go to Verse 776. Otherwise, choose one:

- **Sail to Stiltwood** (requires the **"Ports of Avalon"** part **1** status) – go to Verse 778.
- **Sail to Twin Sisters** (requires the **"Ports of Avalon"** part **2** status) – go to Verse 779.
- **Sail to Creaking Cove** (requires the **"Ports of Avalon"** part **3** status) – go to Verse 780.
- **Sail to Shimmering Flats** (requires the **"Ports of Avalon"** part **4** status) – go to Verse 781.
- **Sail to Stepped Pyramid** (requires the **"Ports of Avalon"** part **5** status) – go to Verse 782.
- **Sail to Isle of the Dead** (requires the **"Ports of Avalon"** part **6** status) – go to Verse 783.
- **Sail to Dreadlands** (requires the **"Ports of Avalon"** part **7** status) – go to Verse 784.
- **Reconsider** – Exploration ends.

778

If the **"Stiltwood"** Location (**318**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Stiltwood"** Location (**318**) on the table.

Attach Locations **319** and **317** to the appropriate edges of the **"Stiltwood"** Location (**318**).

Move all Characters to the **"Stiltwood"** Location (**318**).

All Characters Pass for the rest of the Day.

Exploration ends.

779

If the **"Twin Sisters"** Location (**324**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Twin Sisters"** Location (**324**) on the table.

Attach Locations **323** and **325** to the appropriate edges of the **"Twin Sisters"** Location (**324**).

Move all Characters to the **"Twin Sisters"** Location (**324**).

All Characters Pass for the rest of the Day.

Exploration ends.

780

If the **"Creaking Cove"** Location (**370**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Creaking Cove"** Location (**370**) on the table.

Attach Locations **367** and **380** to the appropriate edges of the **"Creaking Cove"** Location.

Attach Location **375** to the appropriate edges of Locations **367** and **380**.

Move all Characters to the **"Creaking Cove"** Location (**370**). All Characters Pass for the rest of the Day.

Exploration ends.

781

If the **"Shimmering Flats"** Location (**360**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Shimmering Flats"** Location (**360**) on the table.

Attach Location **371** to the appropriate edge of the **"Shimmering Flats"** Location (**360**).

Move all Characters to the **"Shimmering Flats"** Location (**360**).

All Characters Pass for the rest of the Day.

Exploration ends.

782

If the **"Stepped Pyramid"** Location (**336**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Stepped Pyramid"** Location (**342**) on the table.

Attach Location **352** to appropriate edge of Location **342**.

Attach Locations **353** and **341** to the appropriate edges of Location **352**.

Move all Characters to the **"Stepped Pyramid"** Location (**342**).

All Characters Pass for the rest of the Day.

Exploration ends.

783

If the **"Isle of the Dead"** Location (**334**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Isle of the Dead"** Location (**334**) on the table.

Move all Characters to the **"Isle of the Dead"** Location (**334**).

All Characters Pass for the rest of the Day.

Exploration ends.

784

If the **"Dreadlands"** Location (**328**) is revealed, all Characters move there and Pass for the rest of the Day. Otherwise:

Discard all Location cards.

Place the **"Dreadlands"** Location (**328**) on the table.

Attach Locations **305**, **337**, and **330** to its appropriate edges.

Move all Characters to the **"Dreadlands"** Location (**328**). Ignore the ϟ rule on this card.

All Characters Pass for the rest of the Day.

Exploration ends.

785

You're glad the return trip doesn't take much time. The envoy is a disturbing companion you'd rather get rid of as soon as possible.

If the **"Creaking Cove"** Location (**370**) is revealed, all Characters move there and go to Verse 727. Otherwise:

Discard all Location cards.

Place the **"Creaking Cove"** Location (**370**) on the table.

Attach Locations **367** and **380** to the appropriate edges of the **"Creaking Cove"** Location.

Attach Location **375** to the appropriate edges of Locations **367** and **380**.

Move all Characters to the **"Creaking Cove"** Location (**370**).

Go to Verse 727.

790

The room looks like a dark twin of the one from the Homelands. Instead of a table, a round pit, filled with boiling wyrdness. Instead of knights, a row of disturbing statues around the pit. Arthur is at the other side of the pit, his witchblade driven into the ground. The king reels from exhaustion, focusing his powers on the wyrdness coiling in the pit.

You want to drag him out of this room, fearing the crooked castle will collapse, but he refuses to move.

"No! The castle... is all wrong... The Grail... is tainted. But I can't fail here! If we're to survive, Avalon needs immortal guardians, a brotherhood to watch over the island when I'm gone. A new Round Table. I need to... I have to..."

Eventually, the exhaustion is too overwhelming. The king collapses. As you lean to pick him up, something reaches to you from the boiling pit.

Go to Verse 791.

791

If you're not **Caolin**, or she's not in your Party, go to Verse 792. Otherwise, **Caolin** reads:

As this influx of wyrdness probes you, it finds the soul of a true warrior. A fierce instinct compelled to protect others. A love of simple, direct solutions. Willingness to stand in the front line.

The wyrdness takes all these concepts and reforges them into a single idea. Blue like well-honed steel. Blue like waves of the ocean. For a moment, you're lost in a blue dream. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 792.

792

If you're not **Duana**, or she's not in your Party, go to Verse 793. Otherwise, **Duana** reads:

Spectral tendrils push themselves into every corner of your mind. There, they find an unquenchable thirst for knowledge. An instinct that compels you to seek what was hidden, and bring back what was forgotten. The willingness to take power from any place, as long as it can benefit those you choose to protect.

The wyrdness takes all these concepts and reforges them into a single idea. Brown like old scrolls and ochre paintings. Brown like paths and trails going to strange, distant places. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 793.

793

If you're not **Naazer**, or he's not in your Party, go to Verse 794. Otherwise, **Naazer** reads:

A power beyond your understanding inspects you, fiber by fiber. It finds the soul of a traveler. An instinct that always pushes you toward the new. A penchant for discovery and deeper understanding of rules that govern each place and each person. The speed of thought coupled with the speed of body.

The wyrdness takes all these concepts and reforges them into a single idea. Green like a lone trek through the wilderness. Green like mysteries of nature ensorcelled in leaves and grasses. Green like a herbal mixture. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 794.

794

If you're not **Thebalt**, or he's not in your Party, go to Verse 795. Otherwise, **Thebalt** reads:

The wyrdness shines through you like torchlight through a thin sheet of paper. Inside, it sees many peculiar things. A drive to perfection in everything you do. A hidden nobility that pushes you to always do the right thing, regardless of consequences. A deep understanding of loss that makes you a better, more compassionate human.

The wyrdness takes all these concepts and reforges them into a single idea. Gray like the stone walls of a castle or like silent skies watching over travelers. Gray like a sadness for all things gone. When you wake up, you are something more. You feel another presence in your body, hidden somewhere at the back of your head.

A guardian spirit, bound to protect Avalon.

Go to Verse 795.

795

If you're not **Niamh**, or she's not in your Party, go to Verse 796. Otherwise, **Niamh** reads:

As the tendrils reach you, they find something surprising, tucked under your robe. A golden, warm goblet you stole from the cocoon, while passing through the throne room. It was too tempting. Too radiant. Without thinking too much, you ripped it out of its place above the throne

Two powers fight over you for a brief moment. The power from the pit that tries to transform you. And the power of the cup that tries to punish you for your blasphemous act. Finally, they reach a perfect equilibrium and forge all your quirks and contradictions into a single idea. Red like luxurious silk and fine wine. Red like sudden betrayal. Red like the blood that pumps in your veins and flushes your cheeks. Red like raw meat. When you wake up, you are something more. You feel another presence in your body, somewhere at the back of your head. It is heavy, painful.

A burden you will have to wear for centuries to atone for your sacrilege.

Go to Verse 796.

796

You remember little of your flight from the twisted echo of Camelot, but finally you were able to drag the king outside. You are tired, wounded. But the new radiant energy that you experienced in the chamber of the Order pushes your broken body forward.

As you leave the castle behind, a flickering creature lands in front of you, extending its countless hands, each with an eye in the middle of its palm. It does not attack. Instead, it begins to talk to you, its sentences sprouting directly in your mind.

The thing from beyond the stars tells you the human conquest of Avalon broke an eternal balance between three realms the souls were flowing through in an endless cycle: the human world, Avalon, and the place beyond. He was sent to restore this balance. He failed to stop Arthur, and he can't enter the citadel the king built. He asks you to undo your damage. To walk back into the citadel, remove Excalibur and return this place to the Avalonians.

You laugh at the creature. You're not afraid to fight. You are so much more now, and your mission is to protect humanity. You expect the thing to kill you. Instead, it shapes the wyrdness around you and pulls you down, to a distant place in a distant time...

CONGRATULATIONS! You've completed **Chapter 14** of the **"Age of Legends"** campaign!

Each Character gains 2 **Exp**.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Discard all Locations. Place the **"Broken Cuanacht"** Location (**121**) from the Fall of Avalon campaign in the middle of the table. Place all Characters there.

Either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter!

IMPORTANT: Make sure you read the first Event card carefully – exploring Location **121** takes you to the **"Fall of Avalon"** Section of this journal (**390**) instead! Write this down on your Save Sheet if needed.

799

Uh-oh! This means you did not mark off one of your previously completed quests as a victory by ticking the appropriate **"Victories"** status! You can repair this by adjusting your Save Sheet now:

If you completed the search for Arthur's sister, mark the **"Victories"** part **1** status.

If you thwarted the giants' invasion, mark the **"Victories"** part **2** status.

If you foiled the Stagfather's plans, mark the **"Victories"** part **3** status.

If you helped the builders of new Kamelot, mark the **"Victories"** part **4** status.

If you brought relief to the people of the Reach, mark the **"Victories"** part **5** status.

Now, discard your Event Deck, return to the Setup card that redirected you here and resolve it again from the beginning.

800

It took many weeks, but eventually the Mouth of Tuathan spat out a lone figure that stumbled into the light of the living world, pained and confused. King Arthur was the last known survivor of the grand army that invaded Tuathan, but one could argue he didn't really survive.

Having failed to create a new Kamelot, a new Grail, and a new Round Table, the king was broken. The fact that ripping out the heart of Tuathan shook the city and panicked the Avalonians, stopping the war, was of little consolation. So many knights and heroes were lost in the city, no one could recount their names – including yours.

If you **have** the **"Arbiter"** part **8** status, go to Verse 815.

If you **have** the **"Arbiter"** part **9** status, go to Verse 840.

805

Eventually, your life ended, as all lives do. But there was one stubborn part of your being that resisted death – a guardian spirit, shaped by Arthur from pure wyrdness, as he tried to bring forth a new Round Table. With your last breath, this arcane amalgam of heroic concepts flew from your body and kept circling Avalon, until it found a new-born to reincarnate into.

Though neither Arthur, nor Merlin, nor the Pale Lady could have ever guessed, this force became the most enduring effect of the Age of Conquest, returning for a full millennium in different bodies and different times.

The time of the fall, when the menhirs began to fade.

The time of the end, when cold gripped Avalon, and a knight lost to wyrdness returned.

And other times, in other stories, that are yet to be told.

Go to Verse 890.

BoS

810

You never forgot a failed expedition into the west that crossed your path with Merlin and led you to become a Royal Executor in the first place. It seemed fitting to finish what Merlin and Galahad couldn't.

With a large force of veterans and brave knights, you once again passed Riverfall, made your way through the lands that etched themselves in your mind, passed the first menhir you ever lit, and headed into the unknown, where another story was about to begin.

Go to Verse 805.

815

Arthur returned to a world that didn't want him anymore. His failures were now widely discussed and criticized. His crown became a hollow title, as nobles of Tintagel took over the real power, putting the kingdom on a new path to progress. Castle Kamelot on the eastern coast of Avalon was eventually finished – not from wyrdness, but from rough stone – and the king lingered in its empty halls and chambers, dwelling on mistakes, and afraid to show his malformed body to his people, until the end of his days.

Centuries later, his name returned, as he became a popular hero of folk tales and bard songs. Like a voracious parasite, his legend swallowed the legends of many lesser heroes, attributing their deeds to Arthur. This included everything you did as a Royal Executor.

Go to Verse 850.

820

This place always felt like home, and now it's become one. You settle in a nice plot of land and live happily. How could you not? After your travel into the future, you know that in the end, all shall be well, and all manners of things shall be well. Sweat-browed people shall raise the towers of Kamelot to staggering heights. Farmholds shall flourish under the watchful gaze of the menhirs. Many centuries of sorrows and happiness, of strife and peace shall follow.

This is a reassuring thought.

Go to Verse 805.

825

Join Secret cards **90**, **91** and **92** together. Decode the Secret number they create and go there.

830

It took many weeks, but eventually the Mouth of Tuathan spat you out, the light of the living world burning your eyes as you stumble onto sickeningly solid ground. The king returns with you. Broken in body and mind, he failed to create a new Kamelot, a new Grail, and a new Round Table. At least the fact that ripping out the heart of Tuathan shook the city, panicked the Avalonians, and stopped the war, offered him some consolation.

Behind, a ragged band of soldiers and knights follows you out of the valley, a sad reminder of Arthur's grand army. Though there's only a couple of hundred of them left, you know even this number will be instrumental in ensuring the safety and stability of the realm – and in training new generations of knights in warfare against the wrydness and its masters.

If you **have** the **"Arbiter"** part **8** status, go to Verse 815.

If you **have** the **"Arbiter"** part **9** status, go to Verse 840.

840

Arthur returned to Tintagel which welcomed its king with open arms and with weeks-long celebrations. He went on to rule for decades, slowly rebuilding Avalon in the shape of the Homelands, raising cities, castles, and restoring old traditions – all in the comforting glow of the menhirs that kept humans safe from wyrdness.

After his death, stories of his deeds only grew, as people attributed more and more to him alone, slowly forgetting lesser heroes, such as yourself. In a century, Arthur was a king of legend, the mightiest to have ever lived, his mistakes erased from memory. People from all over the island flocked to see his tomb, and his statue in Kamelot.

Go to Verse 850.

850

History did not remember you, but it didn't mean your path came to an end. Without the need to operate in the shadows, the Royal Executors were disbanded. You were to do as you pleased, and could follow your own desires, instead of partaking in someone else's legend.

What new quest will you embark upon?

- **Sail away to the Homelands** – go to Verse 870.
- **Lead an expedition into the west** – go to Verse 810.
- **Settle down in Cuanacht** – go to Verse 820.
- **Visit Corbenic and answer the question of the Fisher King** (requires Secret cards **90**, **91**, and **92**) – go to Verse 825.

870

Nearly four years have passed since humans left the Homelands. And even though the months-long travel to a new, promised land was a living nightmare, you are ready to repeat this trek, if it means learning more about the fate of the human lands.

The winds are favorable. Your trusty ship cuts waves like a knife. You set your eyes on the horizon knowing that – one day – you will see the golden spires and high walls of Camlann rising from the morning mists...

Go to Verse 890.

890

If you **have** the **"Saved by Godess"** status, go to Verse 895. Otherwise, go to Verse 901.

895

During the conquest of Avalon, when the existence of all humanity hung by a thread, the Allmother had her hands full. She decided to intervene, saving you, and allowing you to complete your quest. At the same time, prayers of other heroes fighting overwhelming odds in other corners of the island were left unanswered.

Suggestion: We suggest you should cross out or destroy your Save Sheet. Only achievements made without any help should be carried over to the next campaigns!

Go to Verse 901.

Thank you for playing!

Tainted Grail: Age of Legends Campaign

Lead writer: Krzysztof Piskorski

Additional Writing: Andrzej Betkiewicz

Editing: Matt Click, Krzysztof Piskorski

Proofreading: Matt Click, Dan Morley

Tests & Development: Krzysztof Belczyk, Bartłomiej Kalisz, Ernest Kiedrowicz, Adrian Krawczyk, Łukasz Krawiec, Michał Lach, Krzysztof Piskorski, Paweł Samborski, Jan Truchanowicz, and others.

Graphic Design: Jędrzej Cieślak, Maria Pinkowska-Porzycka, Andrzej Półtoranos, Adrian Radziun

3D Graphics: Jędrzej Chomicki, Piotr Gacek, Mateusz Modzelewski, Agnieszka Pogan , Jakub Ziółkowski

Illustrations: Cheng Yu Chao, Jakub Dzikowski, Piotr Foksowicz, Tran Huy, Patryk Jędraszek, Jakub Kaźmierczak, Adrian Komarski, Piotr Kryński, Ewa Labak, Pamela Łuniewska, Anna Myrcha, Piotr Orleański, Michał Peitsch, Krzysztof Piasek

If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate the game online, helping it grow and reach more Travelers. And keep your donkey and your Wayfarer's Leaves ready– it may not be the last time you Explore...

THE END